GRANDIA™

グランディア II

TEEN
T
CONTENT RATED BY ESRB

Manual

Ubi Soft ENTERTAINMENT®
www.ubisoft.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.

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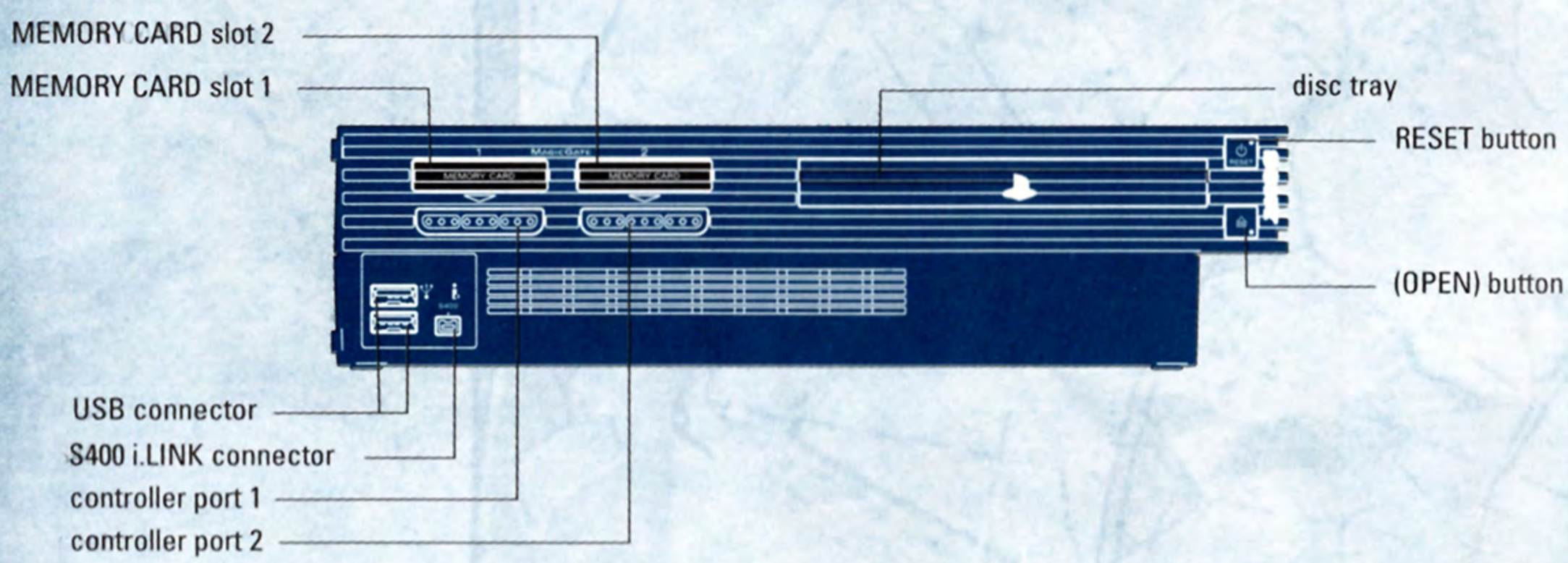
Getting Started

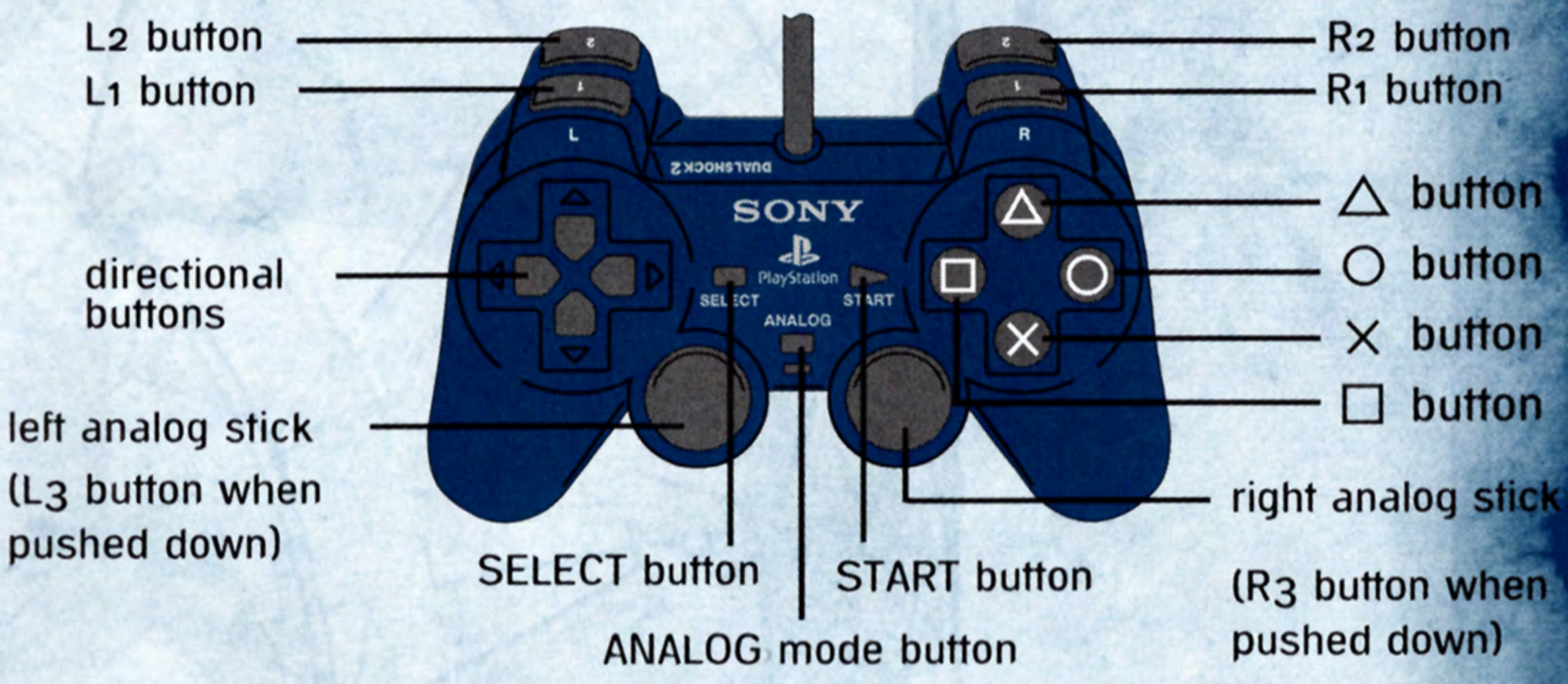
PlayStation®2
computer entertainment system



Set up your PlayStation 2 computer entertainment system according to the instructions in its instruction manual.
Make sure the MAIN POWER switch (located on the back of the console) is turned on.
Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
Place the Grandia II disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
Attach game controllers and other peripherals, as appropriate.
Follow on-screen instructions and refer to this manual for information on using Grandia II.

Controls

DUALSHOCK®2 analog controller



This is a one-player game. Connect the controllers and other compatible peripherals to the controller ports of the PlayStation 2 computer entertainment system before turning on the power to the console.

**Correct operation is not guaranteed if incompatible controllers are used.*

Field Screen

Left analog stick	Move the character [walk/run]
Directional buttons	Move the character [walk]
Directional buttons + ○ button	Move the character [run] (In Config, you can toggle between run/walk)
× button	Investigate, talk, execute various commands
△ button	Change the destination for the compass
L1 button/R1 button	Rotate the camera angle (the direction of rotation can be toggled in the Config Menu Screen). The amount of pressure on the L1/R1 buttons determines the speed of rotation.
START button	Switch to the Menu Screen

**The □ button is not used on the Field Screen.*

Menu Screen/Combat Screen

Left analog stick/ Directional buttons		Select various commands, characters and items
× button		Enter button for commands, etc.
○ button		Cancel button for commands, etc.
	Combat Screen	Cancel AI combat
△ button	Menu Screen	Switch between pages in the item window
	Combat Screen	Turns party AI (Play Fair) ON/OFF
□ button	Menu Screen	Switch between pages in the item window
	Combat Screen	Change viewpoint
Left analog stick/ Directional buttons		Switches among Moves/Magic, types of items

**The START button is not used on the Menu Screen/Combat Screen.*

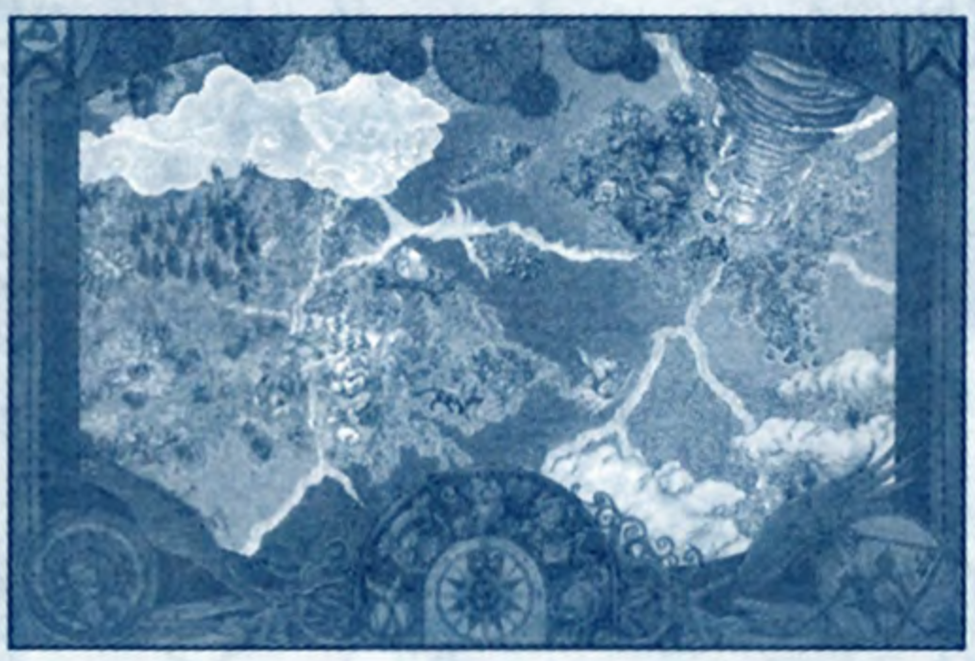
The Legend of the "Battle of Good and Evil"

When the world was still young and yawned at every dawn's waking, Granas, the God of Light, came. All was bathed in the holy light of Heaven. Thus, those were the days of marvels.

Yet, there were those who sought the power to resist Granas; they found power in Valmar, the God of Darkness. Power to release the energy bound up in life. Power to unmake the world.

Thus, in those days, they made war.

The fighting continued endlessly, until the Sword of Granas pierced the infinite darkness of Valmar. The mighty blow from Granas not only smashed Valmar to pieces, but also carved several ugly scars in the very surface of the planet.



These are the Granacliffs that survive even to the present - scars in the land.

The reason why we call this earth the "Cursed Land."

The Story

Ryudo is a young Geohound, working odd jobs with his companion Skye. Known for his ability to do just about ANY task, he quickly built a reputation as an efficient workhorse - willing to do what no one else wished to.

Bouncing from job to job in order to keep the gold flowing in, Ryudo accepts, albeit grudgingly, a job involving the Church of Granas, in the village of Carbo.

Once in Carbo, a beautiful voice carries on the wind, singing hymns to Granas. Intrigued, Ryudo enters the nearby church and finds a Songstress, Elena, practicing hard for an upcoming ceremony.

It is from here that Ryudo accepts his role, bodyguard to the Songstress Elena. And so two strangers head out on what seems to be a simple assignment...

Starting the Game

Insert the *Grandia II* disc into the PlayStation®2 computer entertainment system and turn on the power. From the title screen, press the START button to start the game. If saved games are present, the start menu will appear and then you can select either "New Game" or "Load Game" and then press the × buttton to start the game.

Starting a New Game

If you want to play the game from the beginning, select "New Game" and then press the × button. The opening movie will start and when the movie ends, the main game will start.

Loading a Saved Game

If a saved game is present on a Memory Card (8MB) (for PlayStation®2) then select "Load Game" and press the × button. Use the L1 button and R1 button to select the MEMORY CARD slot where the memory card is inserted. Then select the saved game you wish to load and then press the × button. Your adventure will continue from the time when the game was saved.

For details of the method of saving games, see p. 7, "Save Game."

Ending Play

Be sure you save your game before ending play. You cannot resume your game unless you save it first. When you want to end play, press the RESET button, then press the OPEN button on the PlayStation 2 console, then remove the disc. Close the disc tray and then press the MAIN POWER switch to turn off the power.

Save Game

Select "Save Game" and press the × button to display the save screen. On the save screen, use the L1 button and R1 button to select a MEMORY CARD slot where a memory card is inserted, then select the place to save your game and press the × button. Saving your game in the same place where a previously saved game appears means that the old game will be overwritten and the old game will disappear.

–While saving or loading games, make sure you do not turn off the power or insert or remove memory cards or other expansion units or controllers.

A memory card is required to save games. Saving one game requires 68 KB of memory. You can save up to 10 save files on one memory card.

Characters

Ryudo

Age: 17, Height: 176 cm,
Weight: 64 kg

Ryudo makes his living as a Geohound, bouncing from job to job, completing them regardless of moral judgment. Ever since he was a child, he has taken his training seriously and now even his colleagues recognize his superior skills with the sword. Characterized as being cynical and pessimistic, Ryudo pushes forward, intent on getting the job at hand done. Ryudo loves to pick on his traveling companion, Skye. Although they sound harsh to one another at times, Skye is perhaps the only one who truly understands Ryudo.

Weapon: Sword

Skye

Skye is Ryudo's most reliable partner and friend. Upon meeting Ryudo two years prior, he immediately took an interest in the closed-hearted Ryudo and thus began to journey with him. Acting as Ryudo's sole confidant, Skye remains the only one that Ryudo can share his life experience and deepest feelings with. Ryudo's indifference brings out the paternal side of Skye, who always seeks to refine Ryudo's often-harsh tone of voice.

Millenia

Age: ?, Height: 163 cm, Weight: 53 kg

Millenia is somewhat of a mystery. Capricious and impatient, Millenia cannot stand indecisiveness and is quick to pout when things do not go her way. Oftentimes she goes wild without a whit of concern for the lives of others, but beneath the uninhibited exterior lies a sensitive girl.

Weapon: Bow

Elena

Age: 17, Height: 158 cm, Weight: 45 kg

Elena is a "Granas Songstress." Although the name Songstress may sound high and noble, she is really just an acolyte in the Sisters of Granas – who happens to be a talented vocalist. Her caring disposition spills into the party, often inconveniencing and irritating Ryudo. A lover of song since she was a child, Elena hopes to banish Darkness from the hearts of everyone, so that she may restore the Light.

Weapon: Staff

Roan

Age: 13, Height: 145 cm, Weight: 37 kg

Roan is a boy, traveling from home in his quest for a lost family treasure. His silky blond hair and oddly adult language endear him to many travelers and passers by. Seemingly well-bred, with perfect table manners, Roan is clearly the bright optimism to Ryudo's festering cynicism.

Weapon: Knife

Tio

Age: ? (but appears to be a teenager), Height: 153 cm, Weight: 41 kg

An automaton produced during the Battle of Good and Evil, Tio looks human, but does not possess emotion or feelings and can do nothing but carry out the orders she has been given. When treated as a human, Tio often becomes confused and seeks direction from others.

Weapon: Rings

Melfice

Age: 22, Height: 179 cm,
Weight: 67 kg

Elegant, yet peculiar, Melfice is a product of his own ingenuity. Talented beyond all others, Melfice's genius leaves nothing but cruel and inhuman results. Graceful with his weapon, Melfice quickly cuts his enemies down. Bringer of ruination, chaos and corruption, he is said to bring a terrible curse to man and land alike by merely passing through.

Mareg

Age: late 30s, Height: 193 cm, Weight: 113 kg

A giant beast-man, Mareg is on a personal quest to rid the world of Melfice, Demon-man of Ruination, after Melfice attacked and destroyed Mareg's home village. He is a hunter, at home in nature, who walks across fields and mountains, silently, ever intent on his prey. He bases his actions not on theory or logic, but on the natural flow of life. While physically intimidating, Mareg is actually quite kind-hearted and gentle.

Weapon: Axe

Zera Innocentius

Age: 58, Height: 166 cm,
Weight: 89 kg

His Holiness, Zera Innocentius, is the Pope of the Church of Granas. As the central figure in a worldwide religion, Zera is quite well known throughout the land. Zera continues to pray for the happiness and prosperity of mankind, and also preaches about the second coming of Lord Granas. Anyone who meets him is said to be touched by his kind and benevolent heart. Recent reports of calamities weigh heavily on him.

Selene

Age: 23, Height: 172 cm,
Weight: 47 kg

As the High Priestess of the Granas Cathedral, many people are said to be taken by her noble and almost ethereal appearance. Known for her zeal, Selene constantly seeks to grow herself in the Light of Granas. In addition to her affectionate expression, she also is known to be quite a strict inquisitor of heretics. Accompanied by the Cathedral Knights, a battalion under her command, she travels to various lands to purify the world of Darkness.

Carro

Known to live in underground passages and caverns, their distinctive tails can glow to light up darkened dungeons. Other than their affinity to dark places, not much else is know about these animals, but they have been known to help travelers through darkened caves.
"Carro" design: Atsuko Nishida

Game Fields

The connections between the various game fields are described briefly below. Players may explore by navigating through town and dungeon fields. If you enter a building inside a town, you will enter an indoor field. If you come into contact with an enemy in a dungeon field, the combat screen will appear.

Town Fields

Town fields are located in areas where people live. You should actively explore and talk to people to gather information. When you go inside a building, the screen switches to an indoor field. When you leave the town field and go outside, you will see an area map. You may also encounter dungeon fields inside towns.

Indoor Fields

When you enter a building from the town field, the screen will switch to an indoor field. Indoors, you cannot use the L1 button and R1 button to change the camera angle because the angle is fixed. If you see the name of another location when you move near a door or opening, you may enter that location from there.

Area Maps

Area maps display the locations you have already visited, allowing you to pick a region and move there. You can move to any region on the area map displayed with white letters. Move the feather cursor to the region you wish to visit, then press the ✕ button to display the screen for that region.

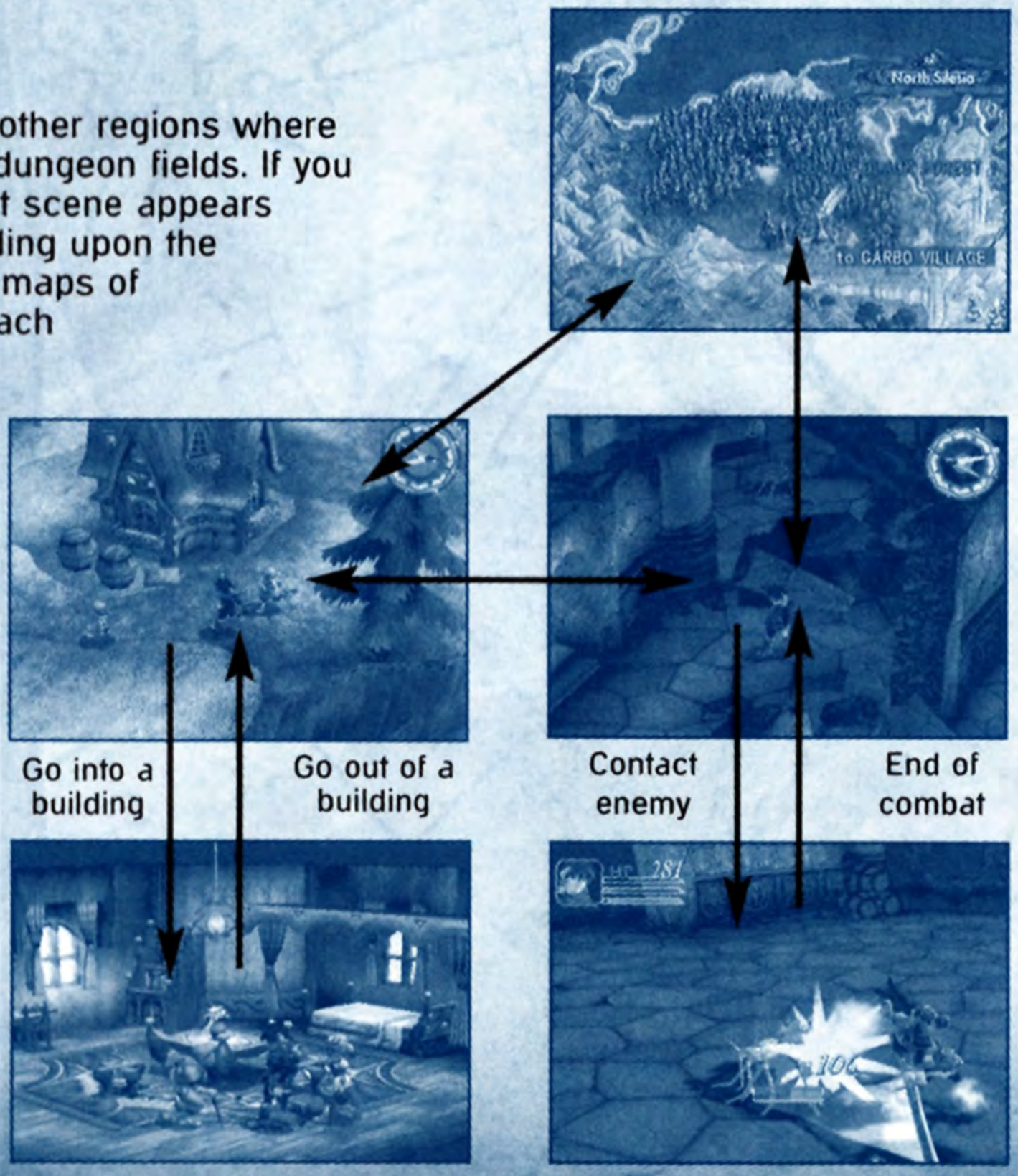
**Note that you can select different regions as the scenario proceeds.*

Dungeon Fields

Caverns, mountain roads, and other regions where monsters roam are known as dungeon fields. If you encounter a monster, a combat scene appears and combat will begin. Depending upon the location, there may be several maps of dungeon fields connected to each other. Towers and caverns, for example, consist of multiple levels, so make sure you use the compass to keep your way.

Combat Scenes

When you encounter an enemy, a combat scene will appear. If you defeat all the enemies or make a successful escape, you'll return to the previous dungeon field. If all members of your party fall in combat, your game is over and the title screen will appear.



The Character Growth System

The Four Elements of Growth

There are four elements of growth that offer power-ups for characters, moves, magic and the like. Basic growth occurs when a character increases in level by gaining experience points in combat. Players can also allocate coins earned at the end of combat to improve the moves, magic and skills of the characters in their party.

Mana Egg Growth

The magic coins earned in combat can be used to learn or power up the various magic spells contained in Mana Eggs. Players can choose to power up particular spells or learn a broad range of different spells.

Mana Egg Power-Up
Requires: Magic Coins

Skill Book Power-Up
Requires: Special Coins/Magic Coins

Character growth
Requires: Experience points

Move Power-Up
Requires: Special Coins

Skill Book Growth

The special and magic coins earned in combat can be used to learn or power up the skills that are written in Skill Books. Skills can enhance the strengths and/or make up for a given character's weaknesses.

Character Growth

When the experience points added to each character upon victory in combat reaches a certain value, the character goes up a level. When the character goes up a level, their HP, MP and SP values increase.

Move Growth

The special coins earned in combat can be used to learn or power up the moves unique to each character. Like magic, the order in which the moves are learned is up to the player. Some moves cannot be learned until specific events have occurred.

What You Earn by Defeating Enemies

The party earns the following rewards by defeating enemies. Among these, experience points, special coins and magic coins are required for character growth.

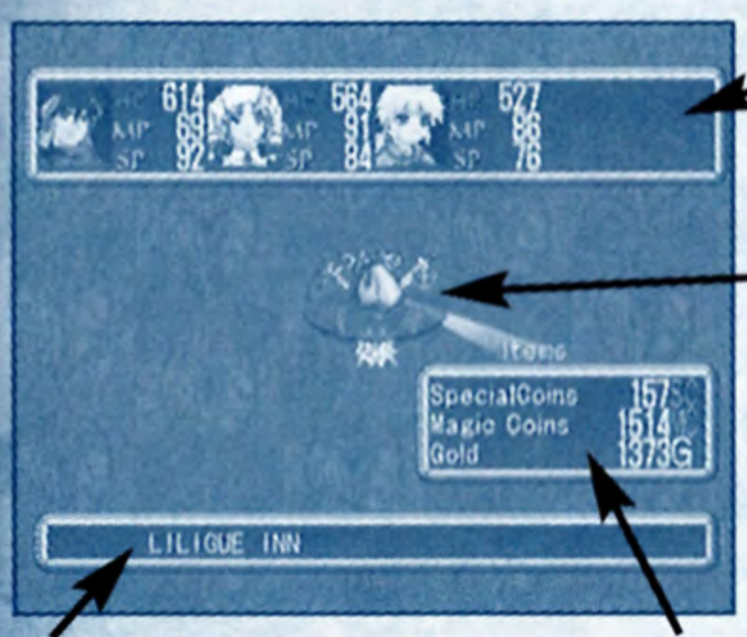
Experience points (EXP)	Special Coins (SC)	Magic Coins (MC)	Gold (G)	Items
Experience points are added to each character individually. Once a certain number of experience points is reached, that character's level increases.	The party collectively earns SC upon victory in combat. The SC are used to learn and power-up moves and skills.	The party collectively earns MC upon victory in combat. The MC are used to learn and power-up Mana Egg magic and skills.	The party collectively earns gold pieces upon victory in combat. The gold is used to buy items at general stores.	Items are obtained from defeated enemies. Some of these items are valuable items not available in stores.

Menu Screen (Config, Items)

Menu Screen

Pressing the START button on any field screen brings up the menu screen. On the menu screen, you can make various preparations for your adventures. Select the command you want and press the × button to switch to that screen.

HP: Hit Points
MP: Magic Points
SP: Special Points



Character window
The current values of the HP, MP and SP of each character appear here.

Menu commands
Select a command and press the X button to switch to the various screens. For details of the various commands see the following pages:

Place name
Lists the name of your current location.

Coins and gold
The special coins, magic coins and gold pieces earned so far appear here.

Items (p. 13)

Equip (p. 14)

Power Up (p. 18)

Skill-Equip (p. 23)

Status (p. 16)

Move/Magic (p. 15)

Config (p. 12)

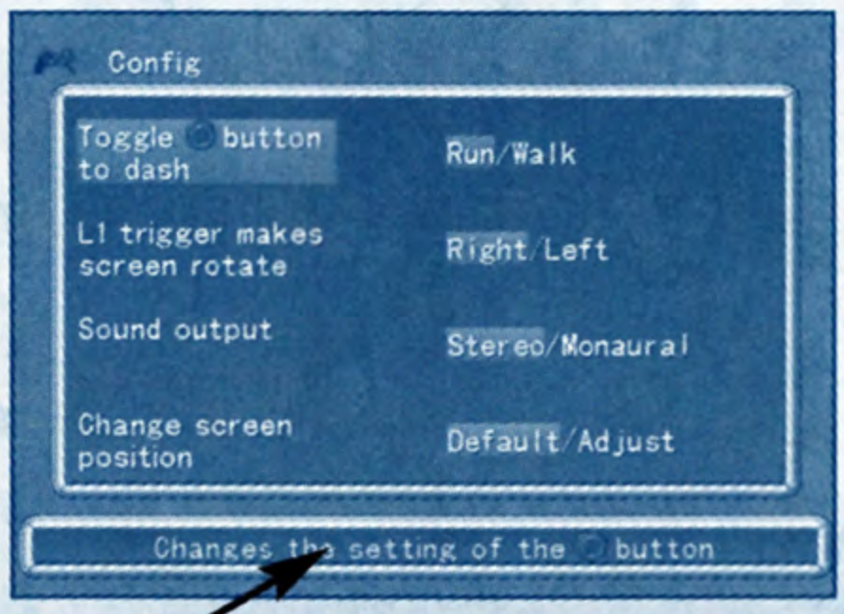
Set AI (p. 24)

Config

In Config, you can change the following game settings. After you have finished selecting and changing the settings, press the ○ button to return to the menu screen.

Settings:

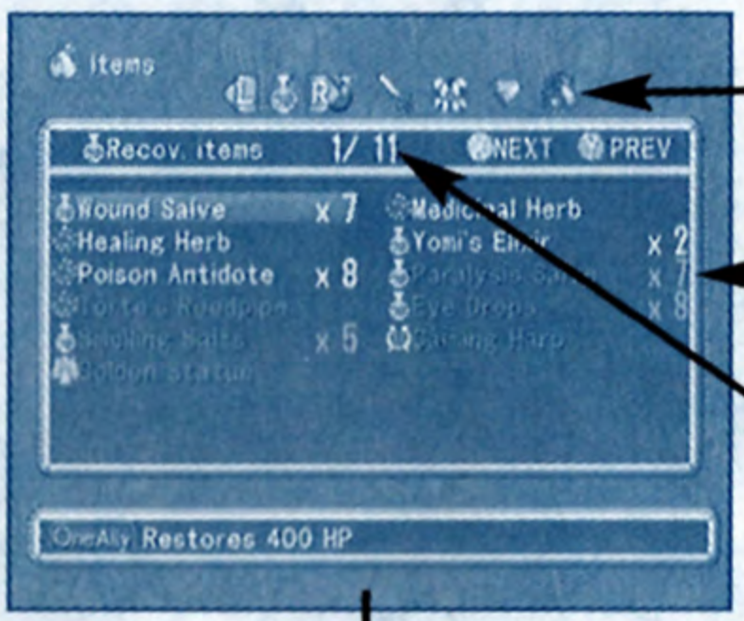
- Change the setting of the ○ button
- Direction of rotation with the L1 button
- Sound output
- Adjust screen position



Explanation
Gives an explanation of the selected setting.

Items

The item screen allows you to use the various items you are carrying. Use the L1 button and R1 button to select the type of item, select the item to use, and then press the × button to use the item. Depending upon the item being used, a screen for selecting which character to use the item on may appear. Select the characters and press the × button. Items with grayed-out names cannot be used at this time. Use the L1 button and R1 button to go to the next or previous pages on the item screen.



Types of items
The types of items are indicated by icons.

Number carried
Displays the quantity of items you are carrying. You can carry up to 99 of each item.

Number of types of items
Displays the total number of items of a specific type.

Select a usable item and press the A Button

Recovery items

Weapons

Accessories

Attack items

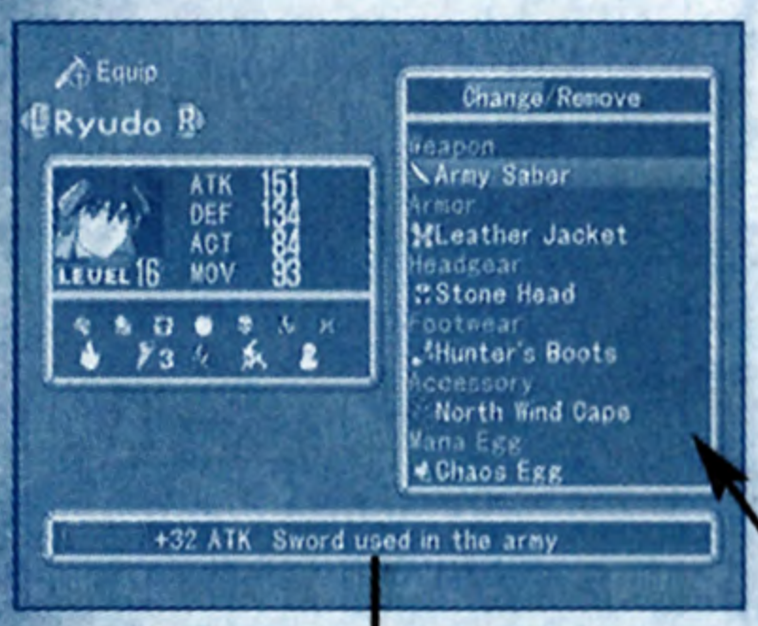
Armor

Valuables

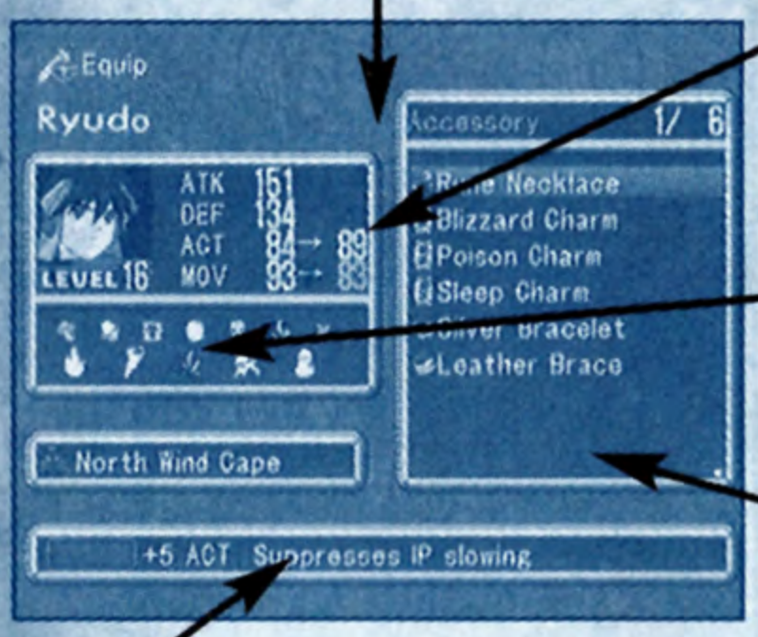
Menu Screen (Equip, Move/Magic)

Equip

Use the Equip command to equip characters with weapons, accessories, Mana Eggs and other items you are carrying, or to change characters' equipment. First select the character you want to equip and press the × button. Next, select the type of equipment you want to change, press the × button and then select the new piece of equipment. You cannot select equipment being worn by other characters, so in that case, first remove that equipment and then try the Equip command. To remove equipment, select "Remove" on the equipment selection screen, select the piece of equipment you wish to remove, and then press the × button.



Select the type of equipment to change and press the × Button.



Comments
Describes the powers of the selected items.

Type of equipment
The items currently being worn appear underneath the various types of equipment. If an item is blank, the character is not currently wearing any form of this item.

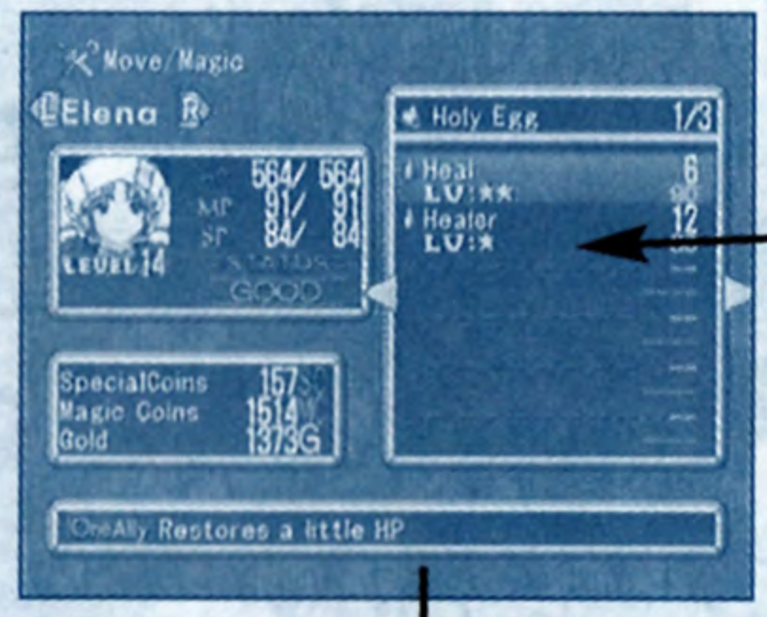
Changes in combat parameters
Here you will see how the selected item will change the character's statistics. The numbers are yellow when a statistic goes up or blue for a statistic that goes down.

Special effects of the selected item
Any special effects of the selected item are indicated here. For details, see p. 16, "Resistance Icons."

Equippable items
Among all items being carried, only those items that the character can be equipped with appear.

Move/Magic

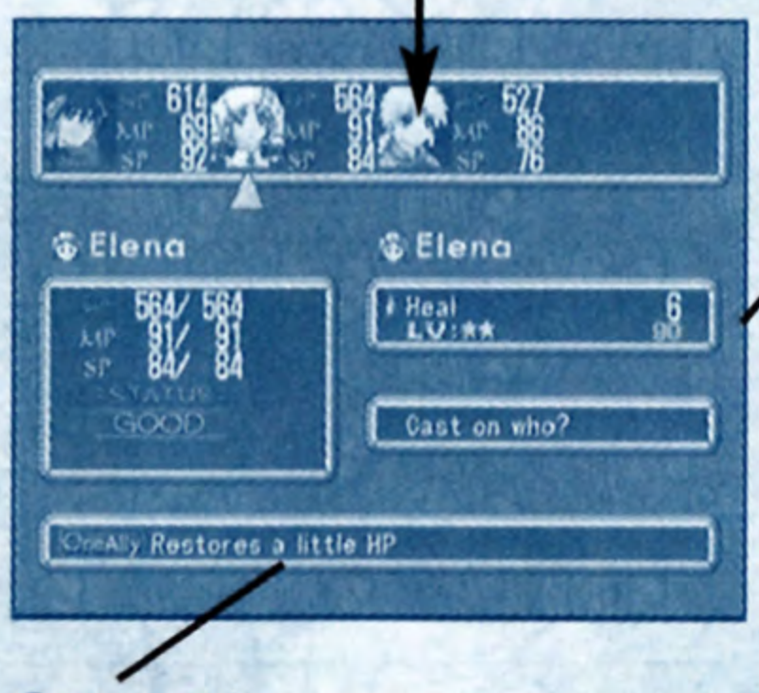
Use the Move/Magic command to check out a character's moves and use magic. Select a character and press the × button to open a window containing the moves and magic spells the character currently knows. Magic spells displayed with white letters are the spells that can be used. Select the spell you want to use and press the × button to use the spell. Depending on the spell used, a screen for selecting the character to be subjected to the spell may appear, so select the character and press the × button.



Moves/Magic

The moves that a character knows and the magic spells that can be used within the Mana Egg the character is equipped with appear here. If a character is not equipped with a Mana Egg, only moves will appear.

Select the magic spell to use and press the × Button.



Comments

A description of the effects of the selected move/magic spell appears here.

Name of move/magic spell

SP/MP consumed

Displays the number of SP/MP consumed by the move/magic spell.

Level

The level of the move/magic spell is indicated by the number of ★ symbols. The more ★ symbols, the higher its level, the faster it can act and the more power it has. When the level reaches the highest level of 5, "★MAX" appears.

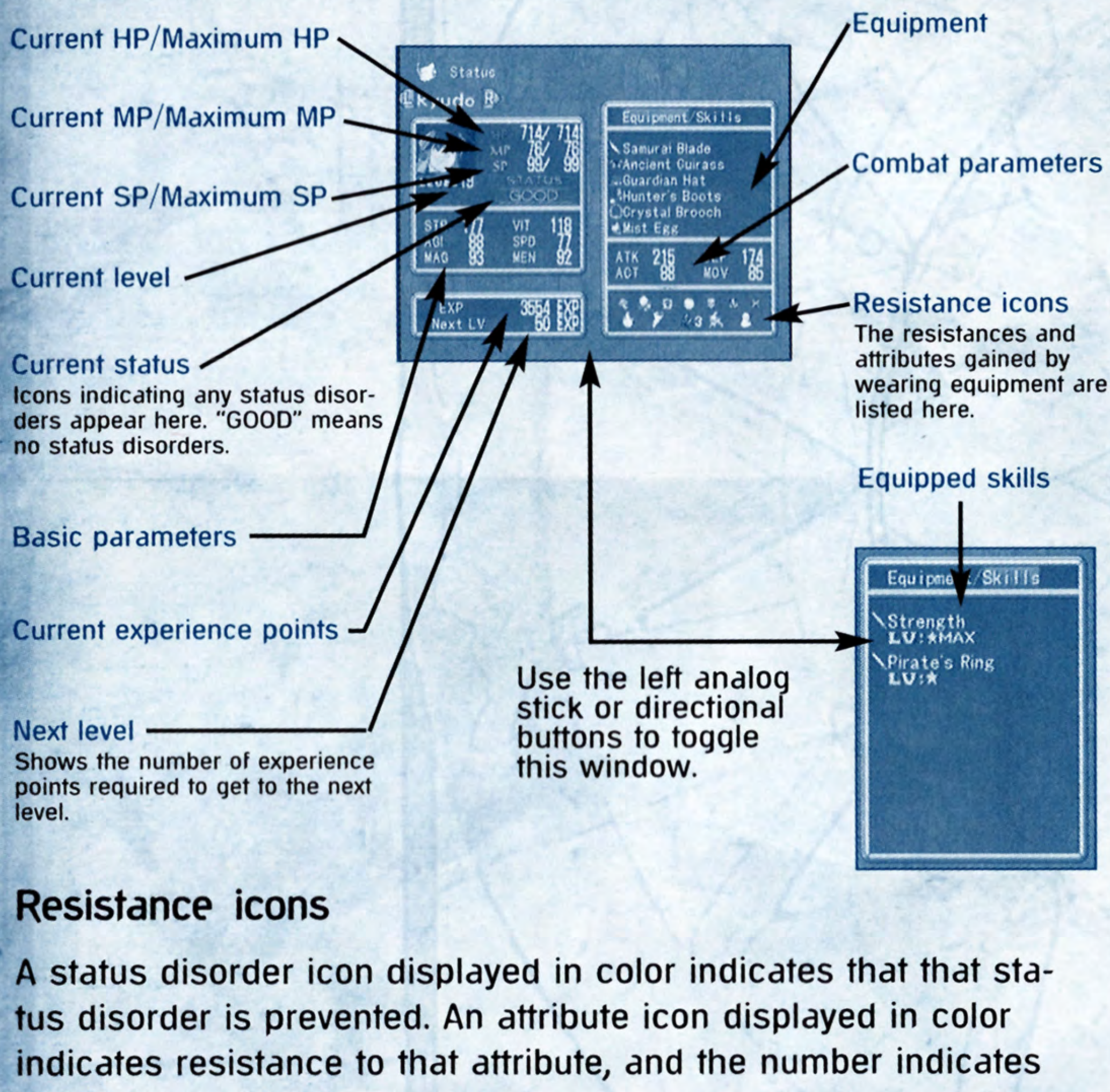
Level-up coins

The number of special coins or magic coins required to raise the move/magic spell to the next level appears here. Green numbers indicate special coins while blue numbers indicate magic coins.

Menu Screen (Status)

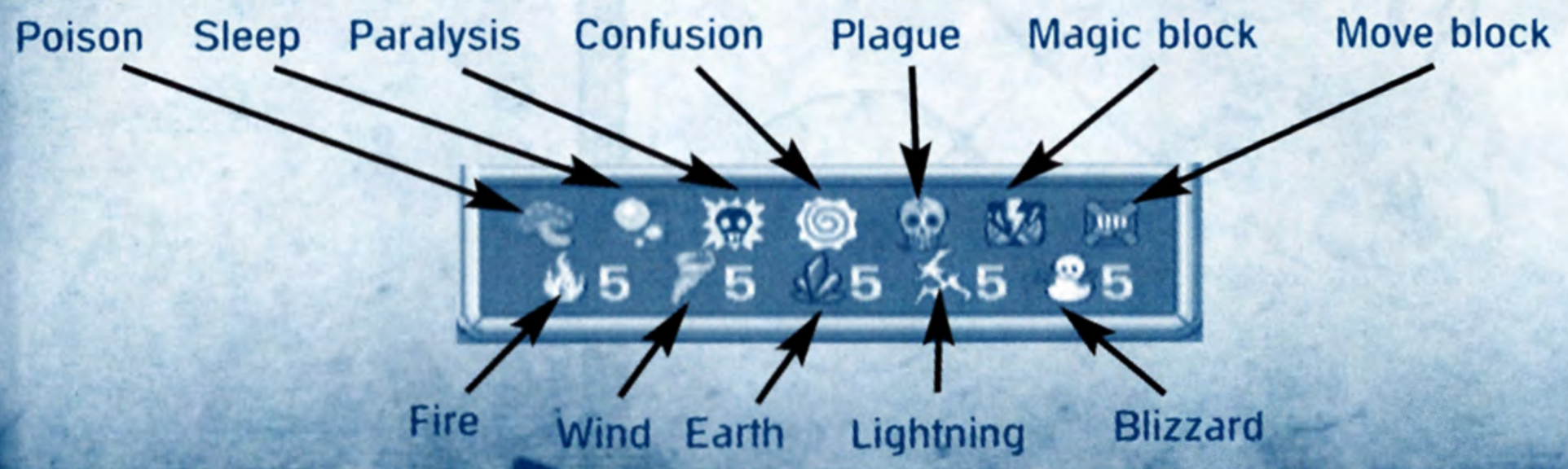
Status

Use the status screen to check the status of a character. Select the character and press the × button to display detailed information about statistics and equipment.



Resistance icons

A status disorder icon displayed in color indicates that that status disorder is prevented. An attribute icon displayed in color indicates resistance to that attribute, and the number indicates the resistance level.



Basic statistics

STR Strength. This statistic indicates the character's attack strength.

VIT Vitality. This statistic indicates the character's defensive strength.

AGI Agility. This statistic indicates how quickly the IP gauge advances in combat.

SPD Speed. This statistic indicates the movement speed and movement distance in combat.

MAG Magic ability. This statistic indicates the magical attack ability of the character.

MEN Mental ability. This statistic indicates the magical defense ability of the character.

Combat statistics

ATK Attack value. This value is the basic statistic "STR" plus the added effects from skills and equipped items. This affects the amount of damage inflicted on the enemy.

DEF Defense value. This value is the basic statistic "VIT" plus the added effects from skills and equipped items. This affects the amount of reduced damage from enemy attacks.

ACT Action value. This value is the basic statistic "AGI" plus the added effects from skills and equipped items. This affects how fast the IP gauge moves.

MOV Movement value. This value is the basic statistic "SPD" plus the added effects from skills and equipped items. This affects the movement speed and movement distance in combat.

Menu Screen (Power Up)

Power Up

The Power Up command lets you use special coins/magic coins earned in combat to learn and power-up moves, Mana Egg spells and skills from Skill Books. Use the L1 button and R1 button to select a learn/power up item and then select a Mana Egg or Skill Book and press the × button.

The special coins/magic coins earned in combat can be used for growth in moves, magic spells and skills.

Special coins (SC)

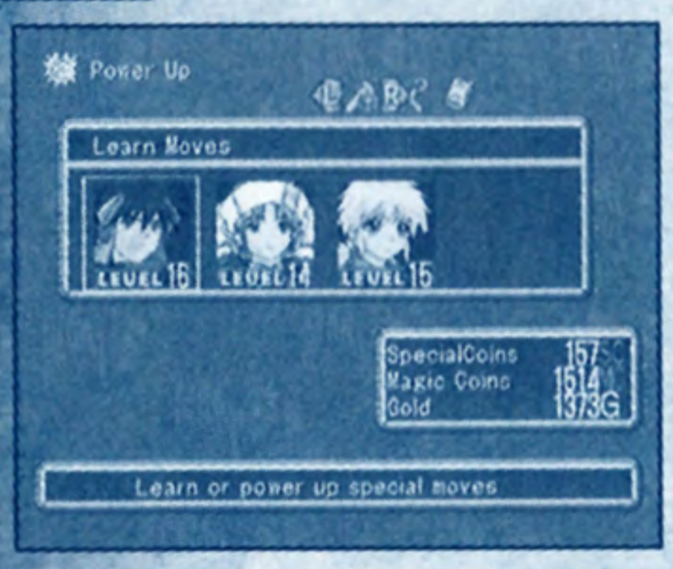
Magic coins (MC)

Character growth

Mana Egg growth

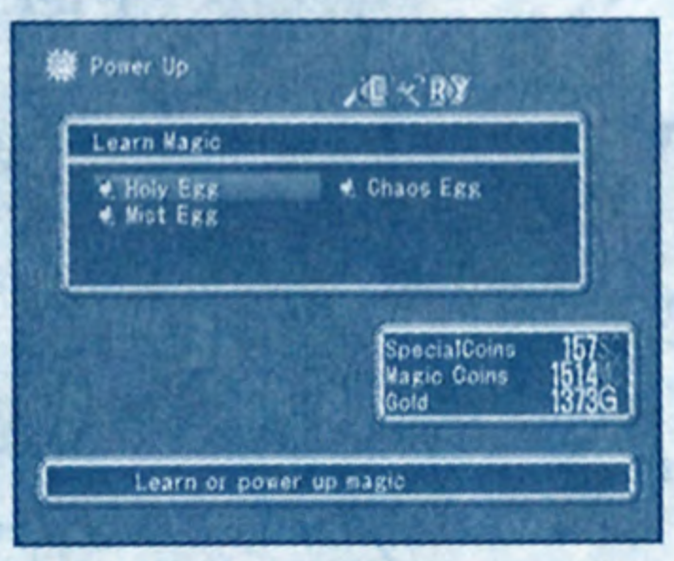
Skill Book growth

Learn Moves



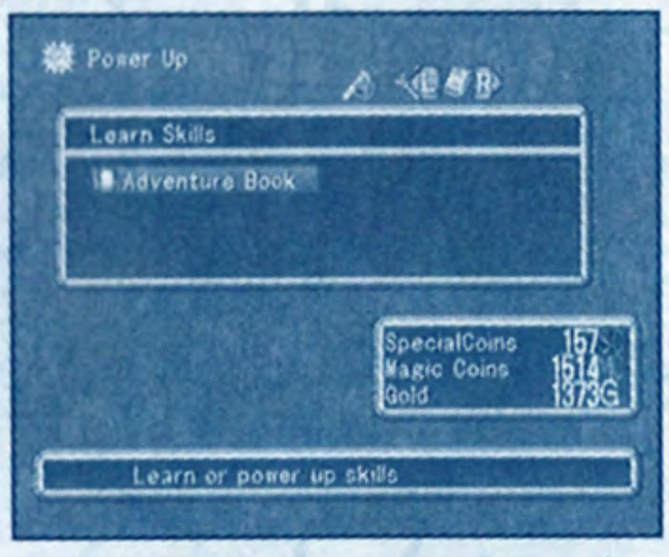
Details on p. 19

Learn Magic



Details on p. 20

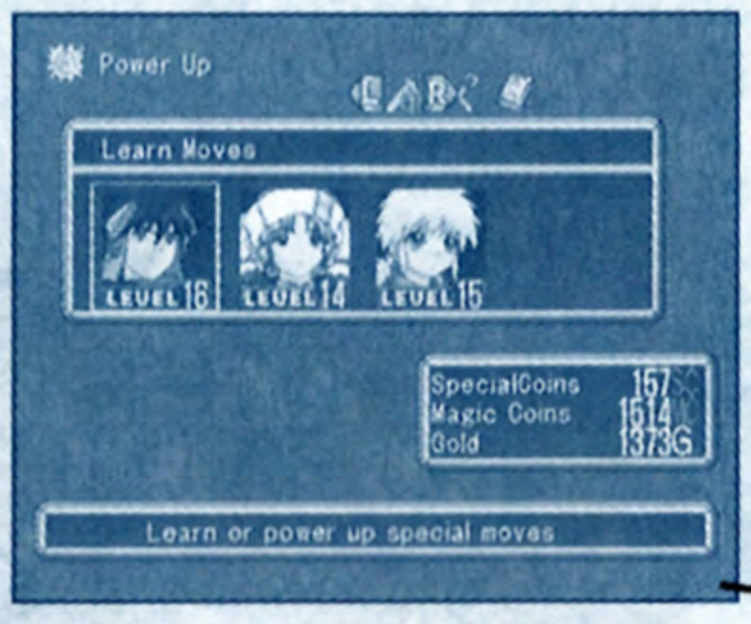
Learn Skills



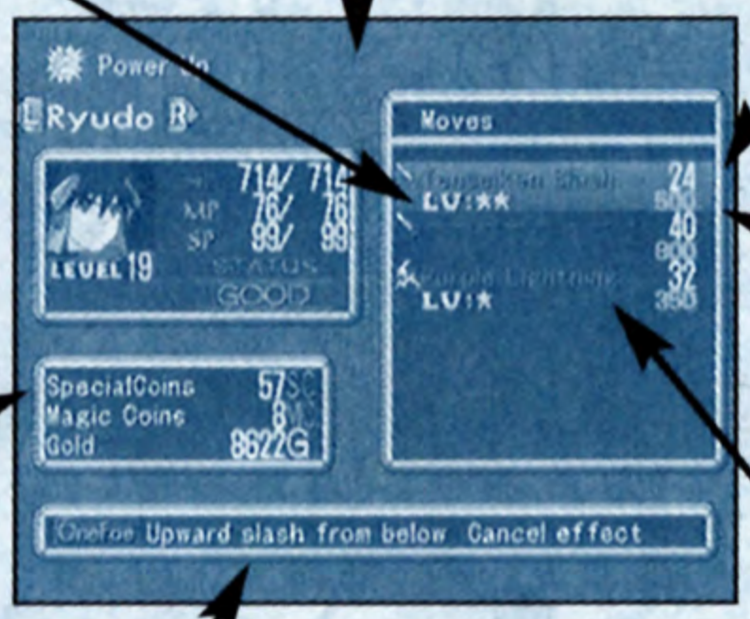
Details on p. 21

About Learning Moves

Each character has his/her own unique special attacks or "moves." Special coins must be used to let characters learn and power-up the moves. First, select the character you want to learn new moves or power-up known moves, and press the × button. Next, select the move to be learned or powered-up and press the × button. Some moves cannot be learned unless specific events have occurred.



Select the character and press the × Button



Move level

The level of the move is indicated by the number of ★ symbols. The more ★ symbols, the higher its level, the faster it can act and the more power it has. When the level reaches the highest level of 5, " ★MAX" appears.

Special coins

Lists the current number of coins available. If the number here is less than the number of special coins required for the move to be learned or powered-up, then learning or power-up is not possible.

SP consumed

Lists the number of SP consumed by using the move.

Special coins required

Lists the number of special coins required to learn or power-up the move.

Name of move

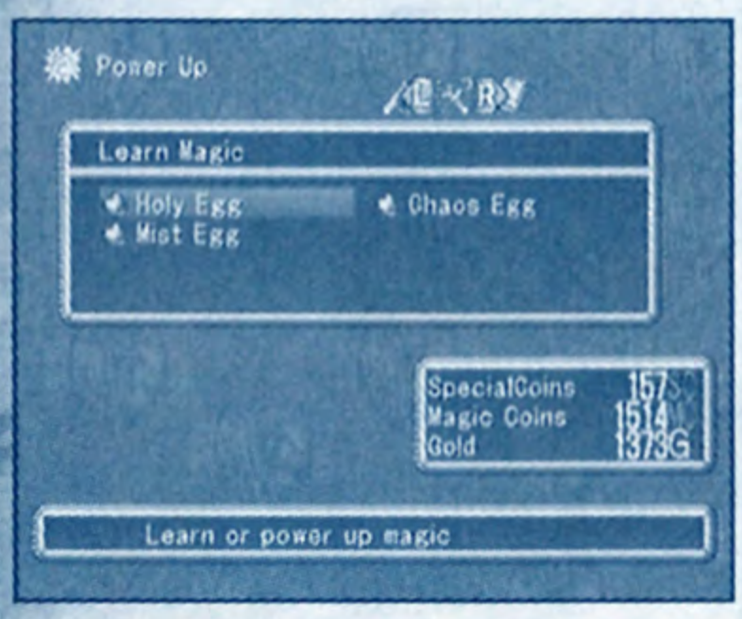
This is the name of the move. Moves that have yet to be learned are indicated by "----." The names of moves appearing in white can be learned or powered-up.

Comments

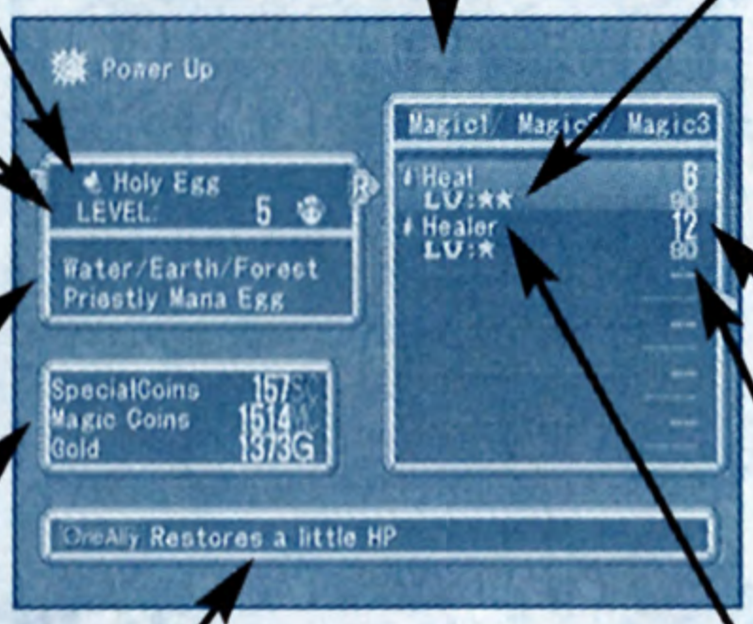
Gives a description of the effects of the selected move.

About Learning Magic

A character can equip a Mana Egg in order to use the magic spells associated with that Mana Egg. Mana Eggs and individual spells both have levels, as the level of the Mana Egg is raised by increasing the magic spell levels. When the Mana Egg level increases, further new spells can be learned.



Select the Mana Egg and press the X Button



Name of the Mana Egg

Mana Egg level
Indicates the level of the Mana Egg (the sum of the levels of its spells). As this level goes up, the Mana Egg gets additional new spells that can be learned.

Mana Egg comments
Lists the characteristics of the selected Mana Egg.

Magic coins
Lists the current number of coins available. If the number here is less than the number of magic coins required for the spell to be learned or powered-up, then learning or powering-up is not possible.

Comments
Shows a description of the effects of the selected spell. If "??????" appears, then the level of the Mana Egg is still too low so this spell cannot be learned yet.

Magic level
The number of ★ symbols indicates the current magic spell level. The more ★ symbols, the higher its level, the faster it can act and the more power it has. "★MAX" appears when a spell's highest level of 5 is reached.

MP consumed
Indicates the number of MP consumed by using the spell.

Magic coins required
Shows the number of magic coins required to learn or power-up the magic spell.

Name of spell
Gives the magic spell's name. Spells that have yet to be learned are indicated by "----." Spell names listed in white can be learned or powered-up.

Learning Magic

Select the Mana Egg containing the magic spell you want to learn and press the × button. You can only learn the spell if you have the required number of magic coins (MC) to do so.

Powering-Up Magic

Select the Mana Egg containing the magic spell you want to power-up and press the × button. You can only power-up the spell if you have the required number of magic coins (MC) to do so. As the level of a spell goes up, the faster it acts. The maximum level for a magic spell is 5.

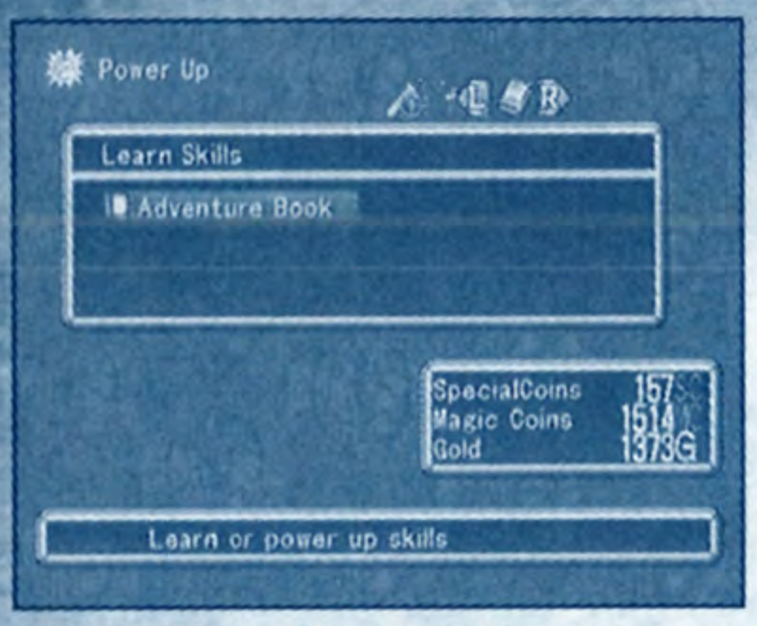
Types of Mana Eggs

Name of Mana Egg	Description
Holy Egg	Water/Earth/Forest - Priestly Mana Egg
Chaos Egg	Fire/Wind/Lightning - Demonic Mana Egg
Mist Egg	Wind/Water/Blizzard - Airy Mana Egg
Gravity Egg	Fire/Earth/Explosion - Earthy Mana Egg

** This is not a complete list of all Mana Eggs. Look for others!*

About Learning Skills

Skill Books contain a variety of different skills that can be learned by characters. Once learned, skills can be equipped to give a character various additional powers. Like Mana Eggs, Skill Books have levels. This means that as skills are learned and the levels of skills are raised, the level of the Skill Book itself rises. Additional new spells become available to learn as the Skill Book increases in level.



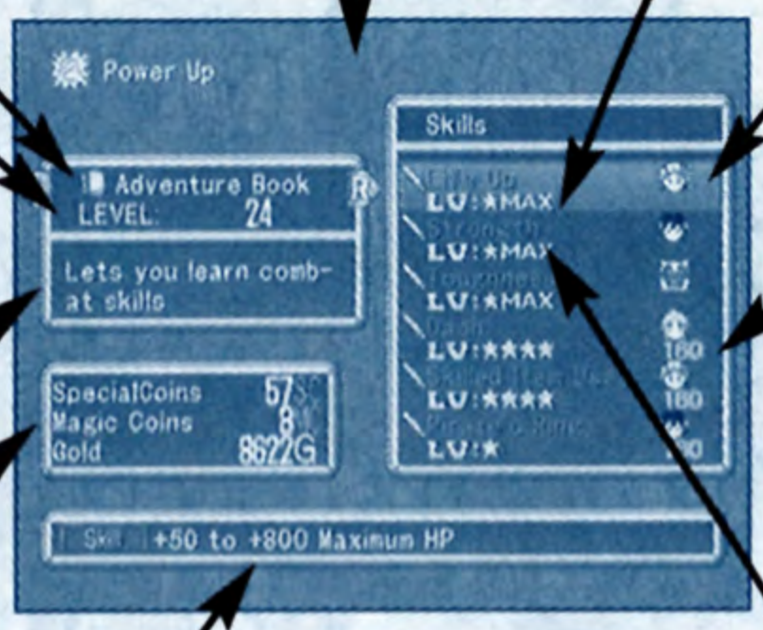
Select the Skill Book and press the × Button

Name of the Skill Book

Skill Book level
This is the level of the Skill Book itself (calculated from the sum of the levels of its skills). As this level goes up, the Skill Book gains new skills that can be learned.

Skill Book comments
Gives a description of the selected Skill Book's characteristics.

Special coins/ magic coins/gold



Comments
Gives a description of the selected skill's effects. If "??????" appears, this spell cannot be learned yet because the level of the Skill Book is still too low.

Skill level
The level of the skill is indicated by the number of ★ symbols. The more ★ symbols, the higher its level and the greater its power. "★MAX" means the skill has reached its highest level of 5.

Equipped character
An icon of the character equipped with the skill appears here.

Special/magic coins required
The number of special coins/magic coins required to learn or power-up the skill appears here. Green numbers indicate special coins, while blue numbers indicate magic coins.

Name of skill
Indicates the name of the skill. Skills that have yet to be learned are indicated by "----." The names of skills appearing in white can still be learned or further powered-up.

Learning Skills

Select the Skill Book containing the skill you want to learn and press the × button. You must have the required number of magic coins (MC) or special coins (SC) to learn the skill.

Powering-Up Skills

Select the Skill Book containing the skill you want to power-up and press the × button. You must have the required number of magic coins (MC) or special coins (SC) to learn the skill. As the level of a skill increases, it gets more powerful.

Types of Skill Books

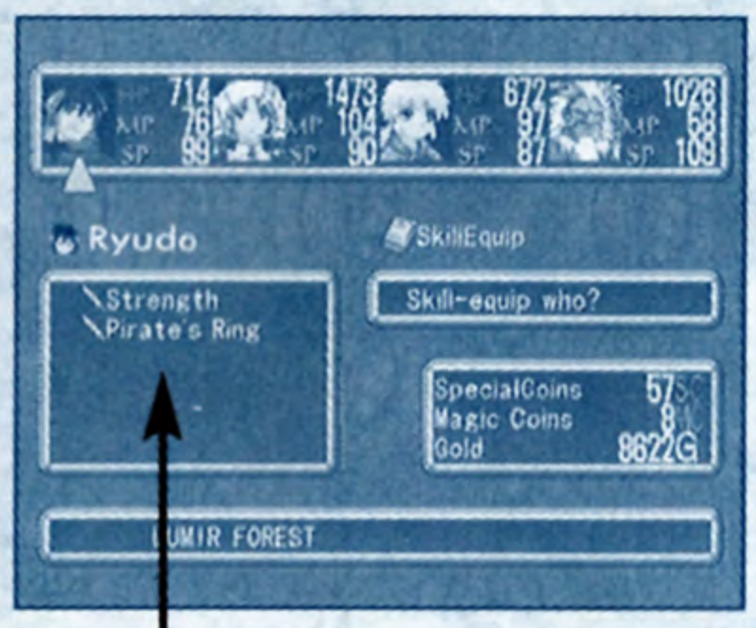
Name of Skill Book	Description
Adventure Book	Lets you learn combat skills
Book of Wizards	Lets you learn wizardry skills
Book of Warriors	Lets you learn warrior skills
Book of Priests	Lets you learn priestly skills

** This is not a complete list of all Skill Books. Look for others!*

Menu Screen (SkillEquip, Set AI)

SkillEquip

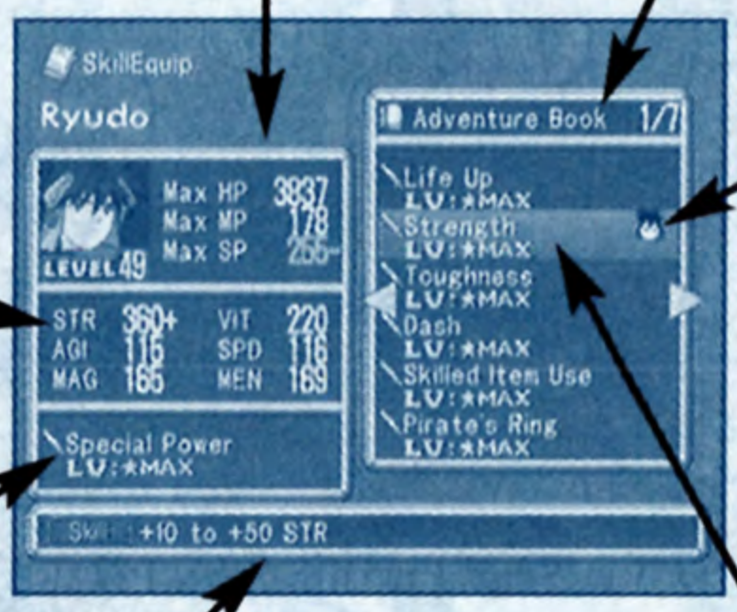
SkillEquip is used to equip characters with skills in the same manner as weapons and armor and the like. To equip a new skill, select a character and press the × button. To remove a currently equipped skill, select "Remove" here and select the skill and press the × button. To equip a new skill or change an equipped skill, select the skill to be changed or an entry with no skill and press the × button. Switch to the window of the Skill Book containing the skill you wish to equip, and then select the skill to be equipped and press the × button. The number of skills that a character can be equipped with increases as the level of the character increases.



Current skills
The skills currently equipped appear here. Select a currently equipped skill or "---" and press the × button to equip or change the selected entry.

Select the entry to change or equip and press the × button

Skill Book
The name of the currently selected Skill Book appears here. Use directional buttons or the left analog stick to display other Skill Books.



Changes in combat parameters
Here you will see how equipping the selected skill will change the character's statistics. The numbers are yellow when a statistic goes up or blue for a statistic that goes down.

Character equipped with skill
An icon of the character currently equipped with the skill appears here. Skills with an icon appearing here cannot be selected as a skill to be equipped.

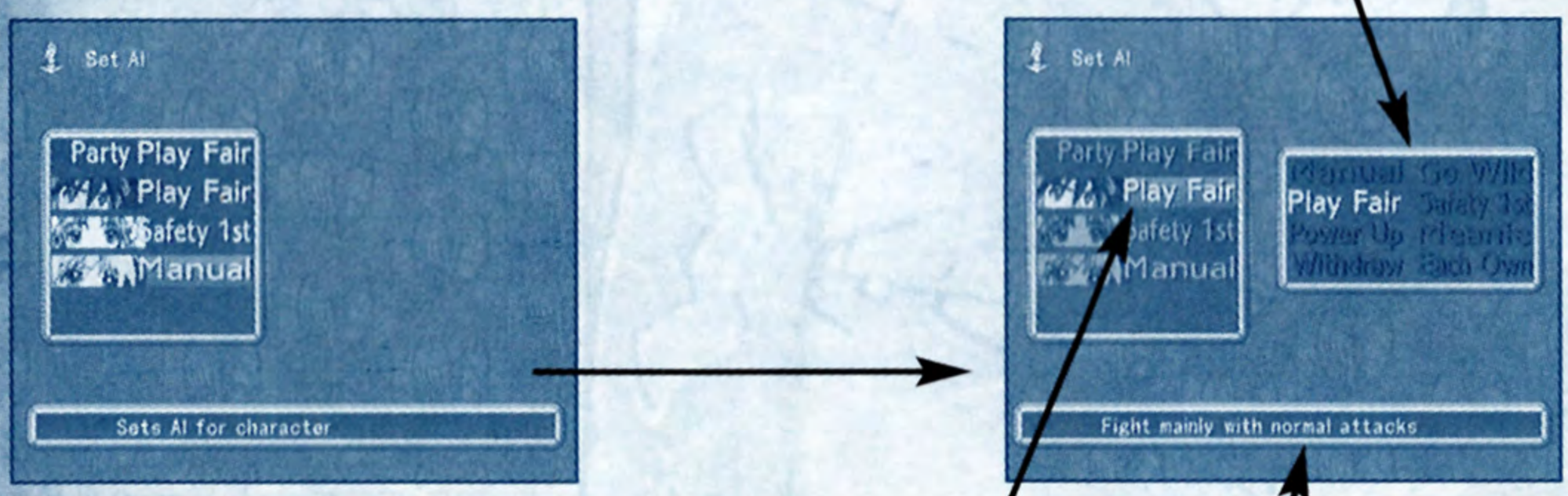
Skill to be changed
The skill to be changed appears here.

Comments
A description of the currently selected skill appears here.

Name of skill
This is the name of the skill. Skills that have yet to be learned are indicated by "----."

Set AI

Set AI allows you to change the strategy AI commands used during combat. Select either an individual character to modify or "Party." Once the AI window appears, select your desired strategy and press the × button.



Select the AI you want to change and press the × button.

Name of Strategy	Description
Manual	Player enters all commands
Go Wild	Go wild with magic and special moves
Play Fair	Fight mainly with normal attacks
Safety 1st	Recover frequently to avoid falling
Power Up	Fight by raising friends' statistics
Meanie	Press the enemy with annoying attacks
Withdraw	Use mainly Evade and Defend
Each Own	Characters act with their personality

Field Screens

Town field

Compass

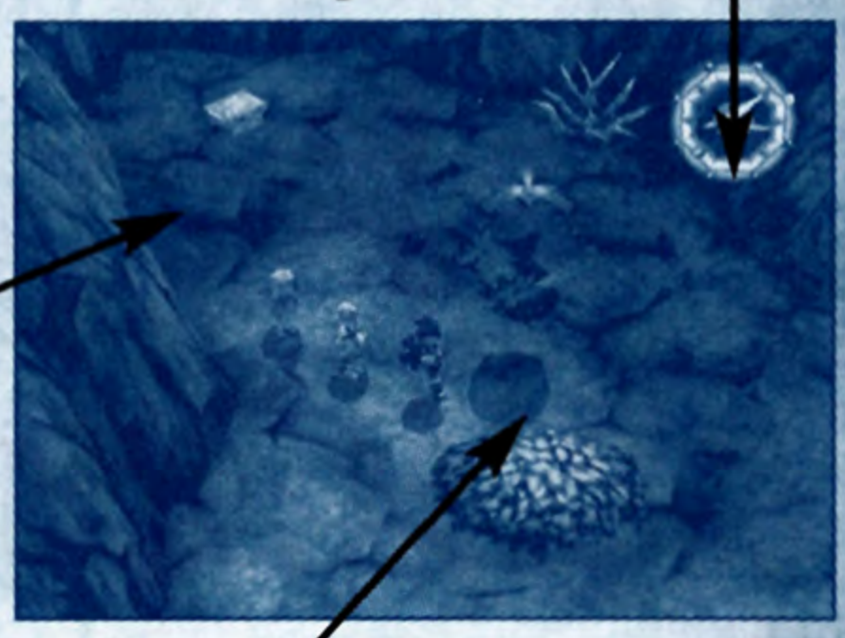
L1 button rotates to the right

R1 button rotates to the left

Non-player Character (NPC)

Many kinds of people live in towns. Try talking to as many of them as you can to gather useful information.

Dungeon field



Icons

On the field you will see various icons, treasure chests, things that can be smashed and the like. If you see something that piques your interest, go up to it and try pressing the × button.

Enemy

Enemies will be wandering around dungeon fields. If you make contact with these enemies, a combat screen will appear and combat begins.

Ladder icon

Jump icon

Action icon

Treasure chest (large)

Money box

Tutorial hat

Treasure chest (small)

Money bag

Save icon

Compass

The compass appears at the upper right of the screen in town fields and dungeon fields. This compass tells you the direction and distance to the destination. Press the △ button to change the destination. The number of destinations among which you can choose differs depending on the location. The destinations may also increase or decrease as the scenario proceeds.

Bezel

The number of blue dots indicates the number of destinations that can be chosen. The yellow dot indicates the current destination.

Needle

The needle points in the direction of the destination.

Destination

The name of the current destination appears here. In dungeon fields, the only possible destinations are "Forward" and "Back."

Distance to the destination

The light green circle appearing below the needle indicates the distance to the destination. The circle gets smaller as you get close to the destination and gets bigger the farther away it is.

Icons

Action Icons

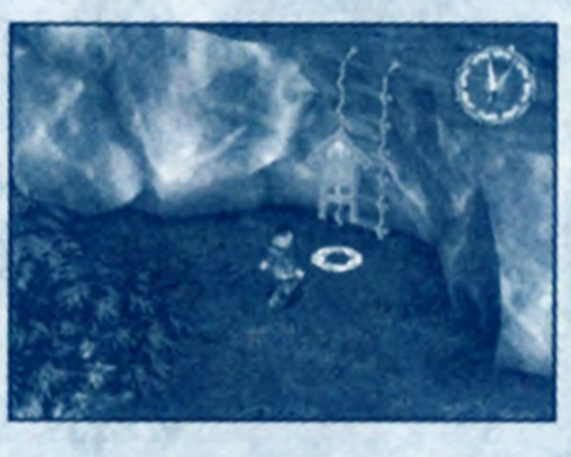
These icons appear in places where you can take actions, such as moving switches or pushing objects. There are also places where you can push objects or take other actions, even though no action icon appears.

Jump Icons

These icons appear where you can jump down or across crevices, or other openings in the ground.

Ladder Icons

These icons indicate ropes or ladders that you can climb up or down.

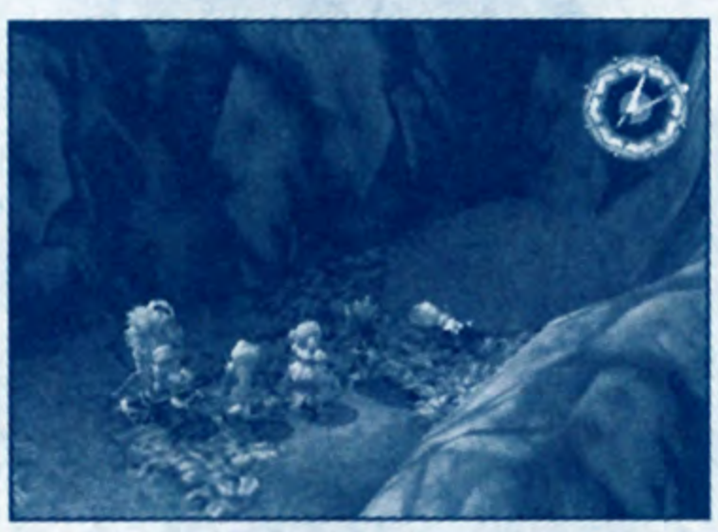


Tutorial Hat

These icons identify characters in general stores who will provide you with combat tips and other hints.

Save Icons

Press the X button while you are on one of these icons to let all party members recover or save your game. Select "Recover" to restore all statistics of party members to their maximum values. All status disorders are also cured.



Found Objects

If you find money, treasure chests or other objects in dungeon fields, press the × button to pick them up. Standard treasure chests contain one item, while big treasure chests contain three items.

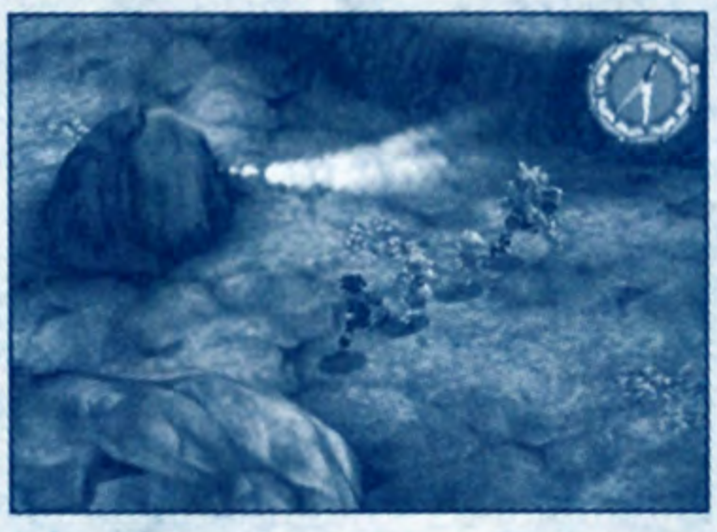
Town Characters

Try talking to town characters to gather information and continue your adventure. A conversation with a character isn't necessarily over after talking with them only once. Try talking to the same character again and again if the conversation seems unfinished, or if the character is particularly interesting.

Other

Things That Can Be Investigated

If you find something interesting in a town or dungeon, move up to it and try pressing the × button. You might be able to investigate it and gain some information.



Dangerous Traps

There are many traps set on the dungeon fields. If you trip one, the party may lose HP or suffer status disorders.

Things That Can Be Smashed

Certain objects in dungeon fields, such as giant mushrooms or boulders, can be smashed. You can try to smash objects by pressing the × button.

Types of Buildings

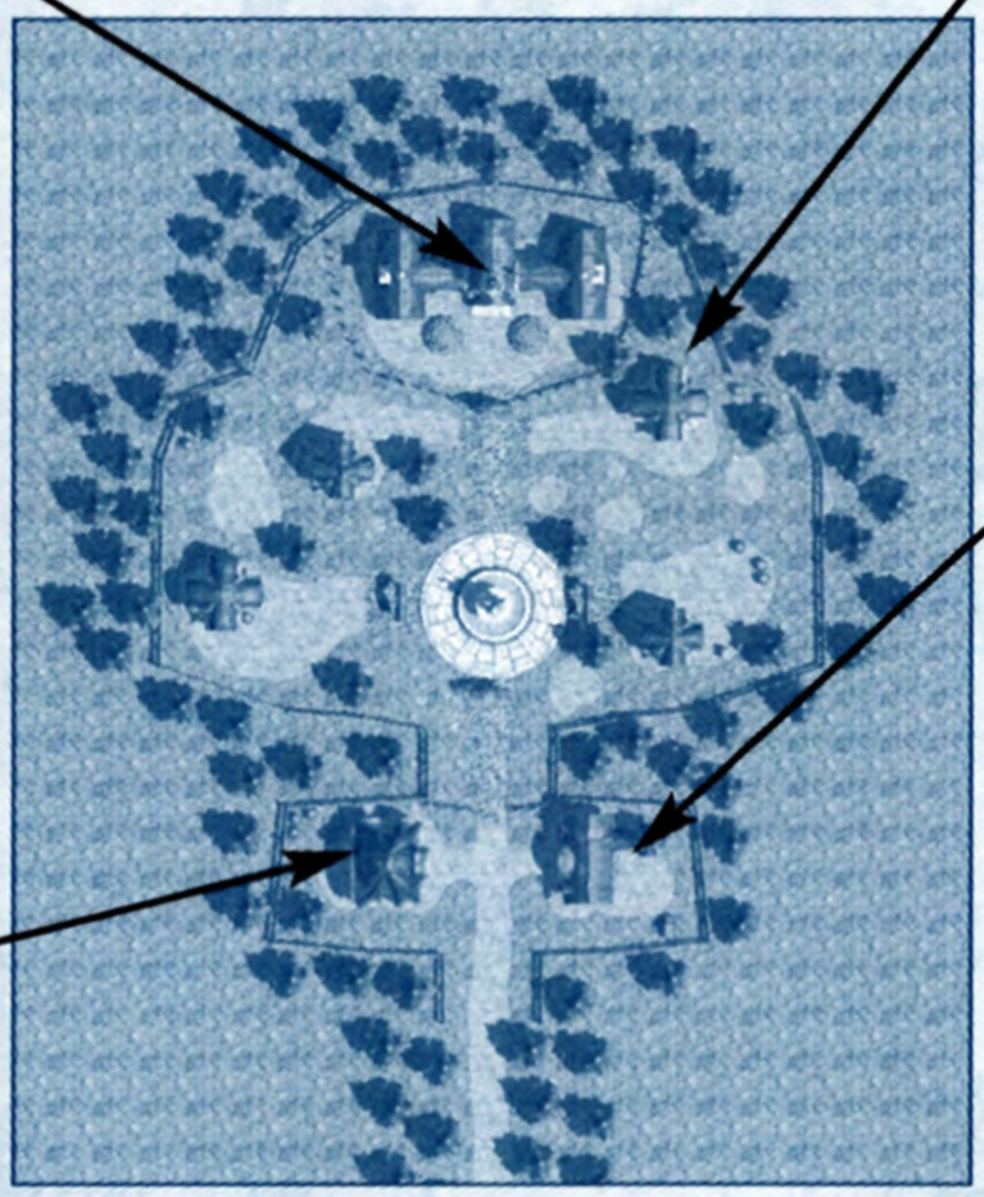
You will find many buildings in town, such as Inns and General Stores. Here we will describe some of the buildings in Carbo Village, where Ryudo will visit first.

Granas Church

Here you will find the Father Carius and the Songstress Elena. The Father has asked Ryudo to do a job for him.

House

There are several houses in the village. If the door opens, you can go inside and talk to the residents.



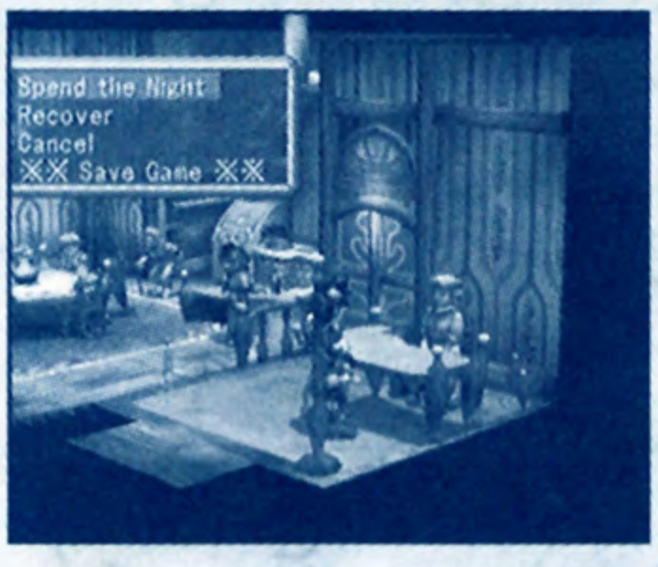
General Store

At the general store you can buy and sell weapons, armor and other items you'll need on your adventures. Here you'll also find a character wearing a "tutorial hat" who offers combat tips.

Inn

The inn is a good place to rest a body weary from adventure. Here you can completely recover all HP or MP and save your game.

Inns



At the inn you may rest your character or save your game. Whenever you reach any town, it's recommended to first visit the inn to restore your party's status and save your game. You can stay at the inn for free.

Spend the Night

Spending the night restores HP, MP and SP to their maximum values and cures all status disorders. Selecting "Spend the Night" and pressing the × button will cue a dinner scene. From here, you may select a character you want to talk to and press the × button to have a conversation; you might just find out important vital information. To end your meal, select the "Good Night" icon and press the × button. You may not be able to end the meal until you have heard a particular conversation.

The "Good Night" icon

Select the "Good Night" icon and press the × button to end your meal (conversation) and go to sleep. Time will elapse within the game.

Recover

This restores the HP, MP and SP to their maximum values and cures all status disorders.

Save Game

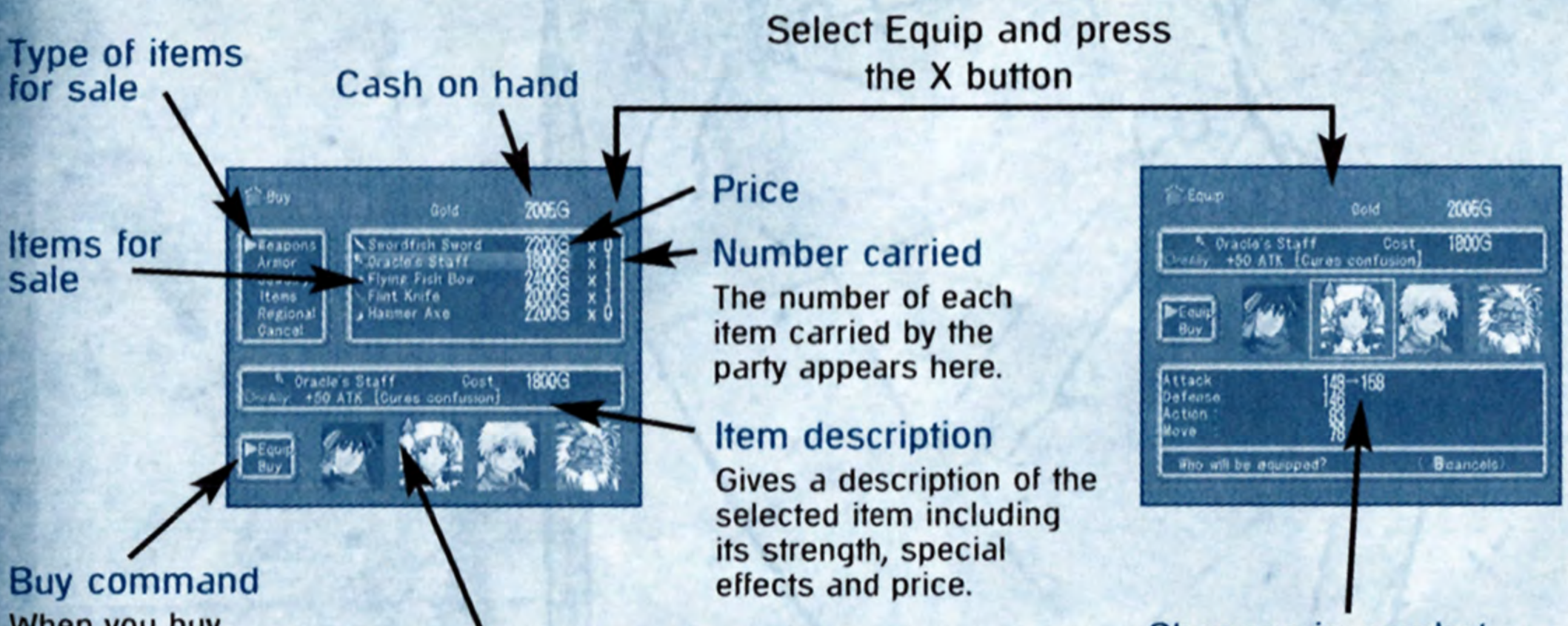
Select this item to save your game. For details, see p. 7.

General Stores

Talking to the proprietor of the general store lets you buy and sell weapons, armor and other items you'll need on your adventure. Also in the general store is a character (wearing a "tutorial hat") who'll patiently explain what you need to know about combat. Try talking to him if you have a question.

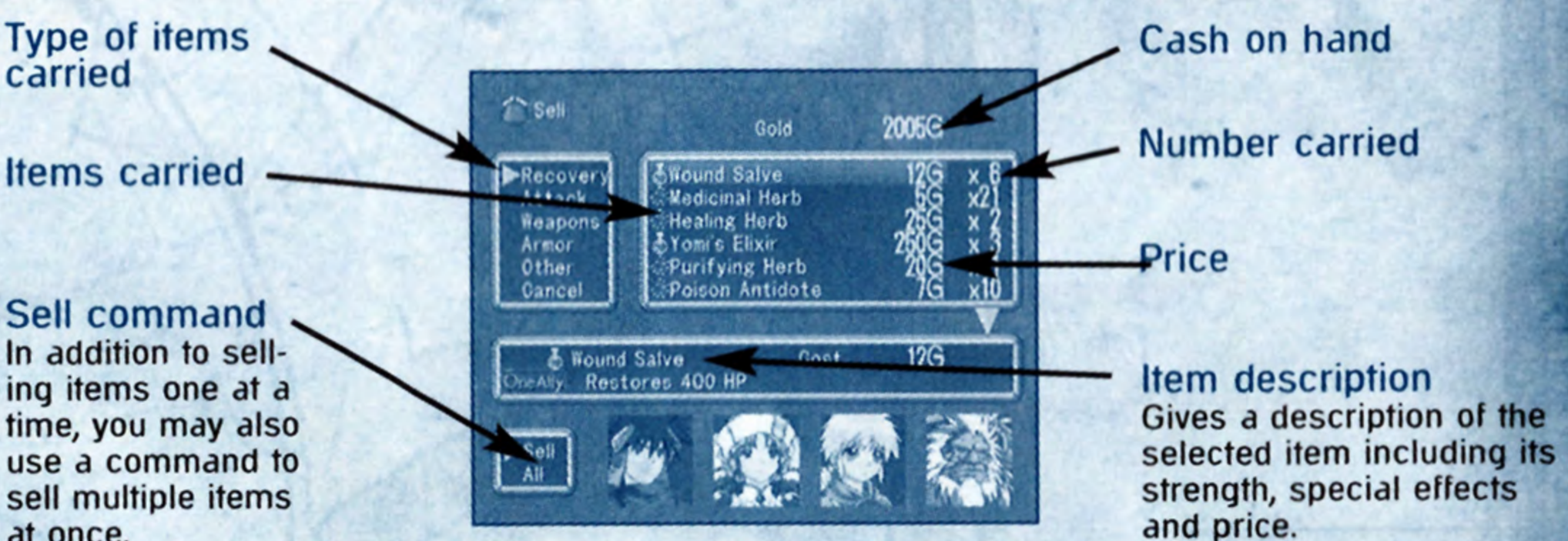
Buy

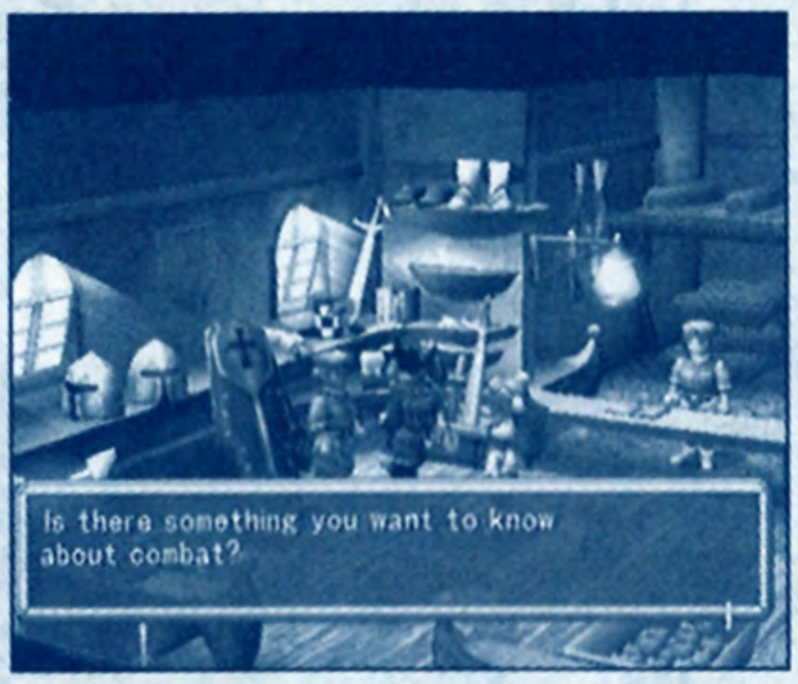
To buy items at a general store, select the item type and press the × button, then select the item to buy and press the × button. This will display the Buy command. When selecting equipment, arrows will indicate the item's effects on the character's parameters. Equipment items can be equipped immediately.


Type of items for sale
Cash on hand
Select Equip and press the X button
Buy
Gold 2005G
Weapons
Armor
Items
Regional
Cancel
Swordfish Sword 2200G x 0
Oracle's Staff 1800G x 1
Flying Fish Bow 2400G x 1
Flint Knife 2000G x 1
Hammer Axe 2200G x 0
Oracle's Staff Cost 1800G
+50 ATK [Cures confusion]
Equip
Buy
Items for sale
Price
Number carried
The number of each item carried by the party appears here.
Item description
Gives a description of the selected item including its strength, special effects and price.
Equip
Gold 2005G
Oracle's Staff Cost 1800G
+50 ATK [Cures confusion]
Attack 148→158
Defense
Action
Move
Who will be equipped?
(Bcancels)
Buy command
When you buy equipment, a command for equipping the item will appear. When you buy an item, a command allowing you to buy 5 of that item at once will also appear.
Parameter change icons
These icons indicate an item's effect on parameters. A ▲ icon indicates an increased parameter, while a ▼ icon indicates a decreased parameter. The change icons, from left to right, indicate the ATK, DEF, ACT and MOV parameters.
Changes in combat parameters
This displays the item's effects on combat parameters. Yellow numbers indicate an increased parameter; blue numbers indicate a decreased parameter.

Sell

To sell items you are carrying, select the item type and press the × button, then select the item to sell and press the × button. This will display the Sell command. Worn items must be removed before they are sold, and some items cannot be sold at all.





Tutorials

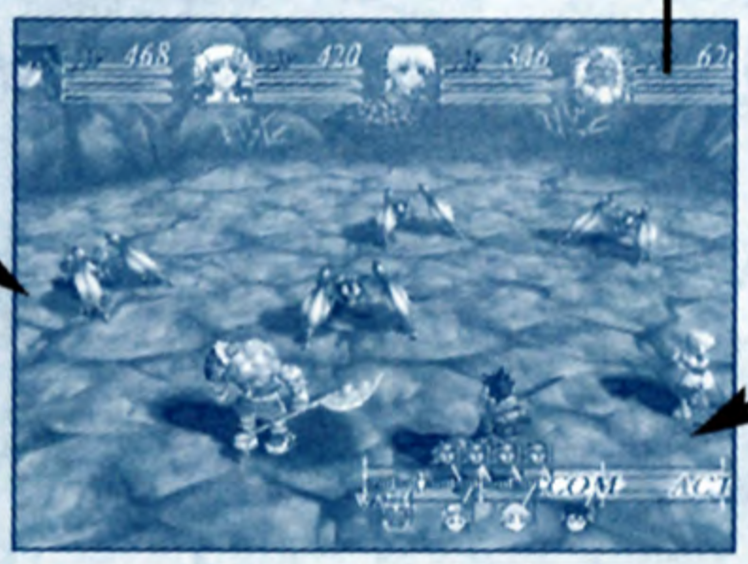
When you talk to the character in the corner of the store wearing a "tutorial hat," he will give you information and combat tips while walking you through simulated battle. At the start of your adventure he will provide only simple tips, but then offer more advanced help as your adventure proceeds.

Basic Rules of Combat

Encountering an enemy in a dungeon field will trigger the combat screen to appear and initiate the battle. During combat, you must decide your character's actions each turn until you defeat the enemy. Combat occurs in real time except during the execution of moves, spells and special enemy attacks and while the characters await command input. Combat ends when all enemies are defeated, or when the combat command "Escape" is successful. Upon victory, the combat results screen will appear, then you will return to the dungeon field where you originally encountered the enemy. If all party characters fall in combat, the game is over.

Dungeon Field Screen

Contact with enemy



Start of combat
Fighting against the monsters starts. C'mon, let's fight hard!

All party characters fall in combat

Game Over
(Return to title screen)

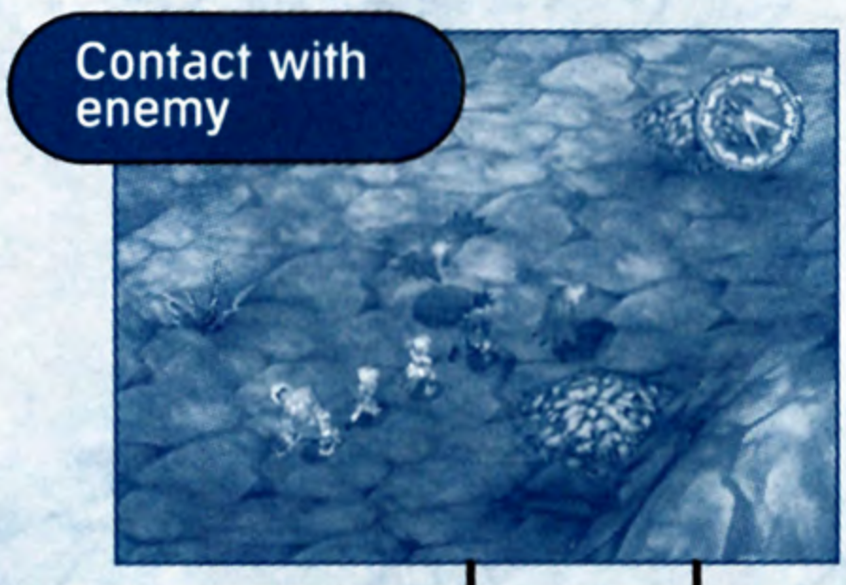
End of combat

Combat results screen appears
The experience points, coins and gold earned in combat are added. The combat scene ends.

Return to dungeon field screen

How You Contact the Enemy Makes A Difference

How you encounter the enemy on the dungeon field screen determines who will have the advantage at the start of combat. If you encounter the monster party from behind, you have the element of surprise and can attack first. However, if the enemy encounters you from behind, you will be surprised and attacked first.



Contact not made in one of the states below → Combat starts normally

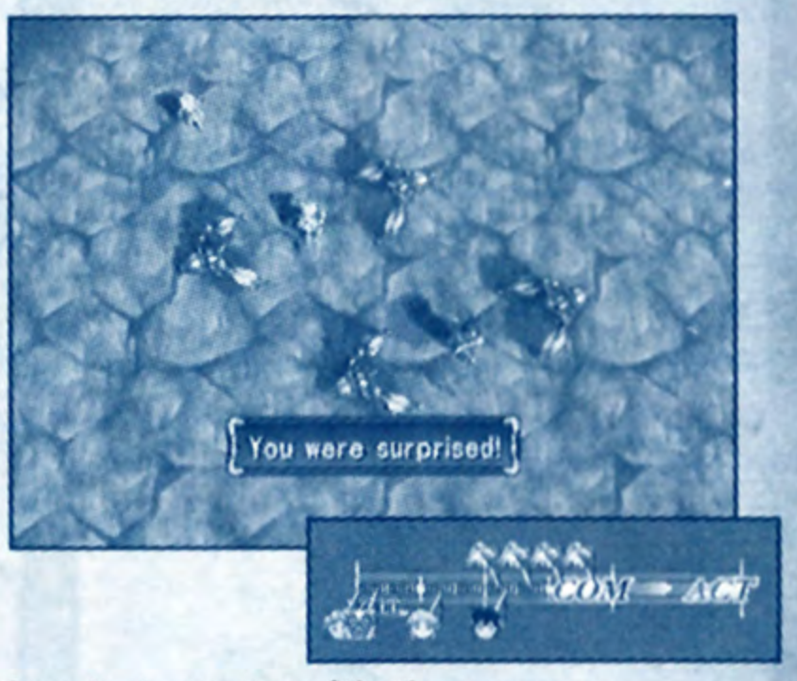
Player party encounters monster party from behind

Combat starts with a surprise attack

Combat starts with your party surrounding the enemy and launching a surprise attack.

Monster party encounters player party from behind

Combat starts with player party surprised



Combat starts with the enemy surrounding your party and launching a surprise attack.

Reading the Combat Screen

HP: Hit Points
MP: Magic Points
SP: Special Points

Character window
Numbers next to each character icon display current HP values, while the colored bar gauges display HP, MP and SP status.

Combat commands
These commands appear when the AI strategy in combat is set to "Manual." For details of the various commands, see p. 38.

Combat status window
Displays details on the currently selected character. For specifics, see p. 35.

IP Gauge
The IP (Initiative Point) Gauge displays the order in which party characters and monsters take action. For details of the IP Gauge, see p. 36.

Combo (p. 38)

Critical (p. 38)

Moves/ Magic (p. 38)

Items (p. 39)

Defend (p 39)

Escape (p. 39)

Evade (p. 39)

AI (p. 40)

Meaning of Various Marker Displays

The various markers displayed around each character have the following meanings:

This indicates that counter-damage has occurred.

This indicates that an action has been canceled.

This indicates that a character has avoided an enemy attack.

This indicates that an attack has missed due to the enemy having moved or the like.

This indicates the total number of hits in a Combo attack.

This indicates that an attack could not occur because the distance to the target of the attack was too long.

Combat Status Window

This window displays each character's status, action status, combat parameters and other information. When a monster is selected, Treasure icons may appear when the monster is carrying valuable items.

Treasure icons

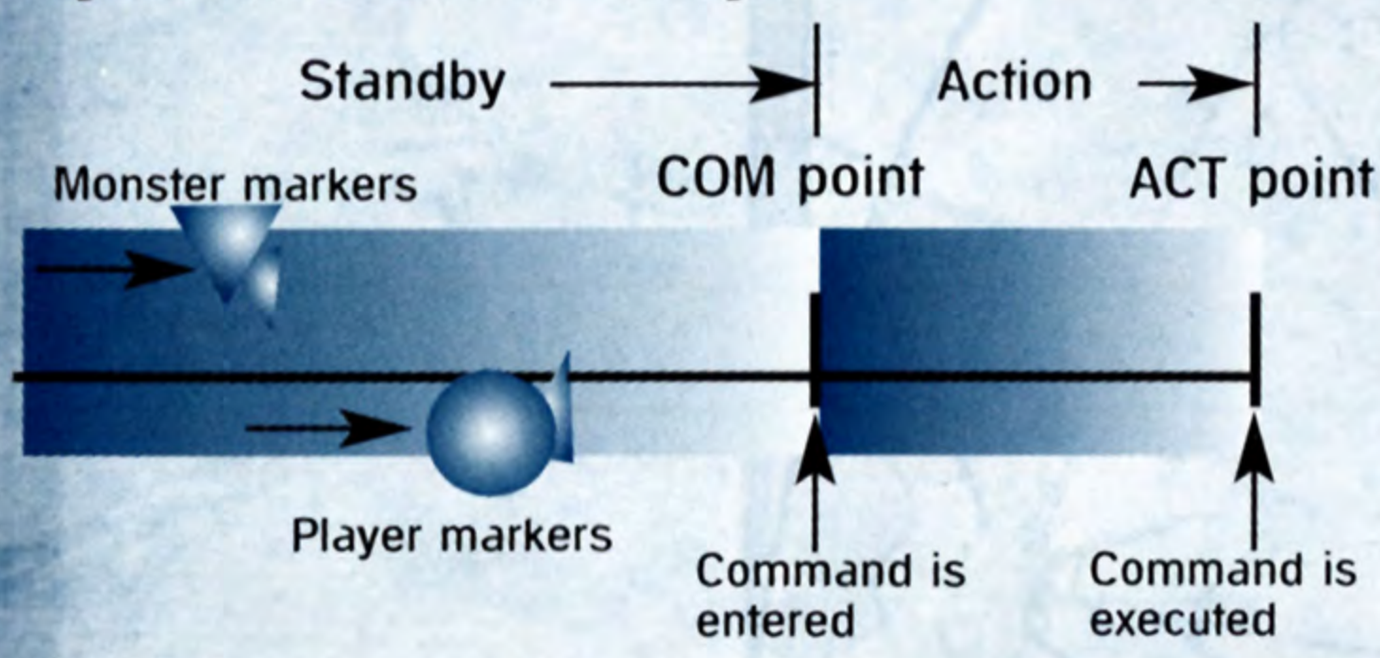
These indicate the chances that a monster will drop a good item. The greater the number of icons, the better the chances are that a monster will drop an item.

Enemy action

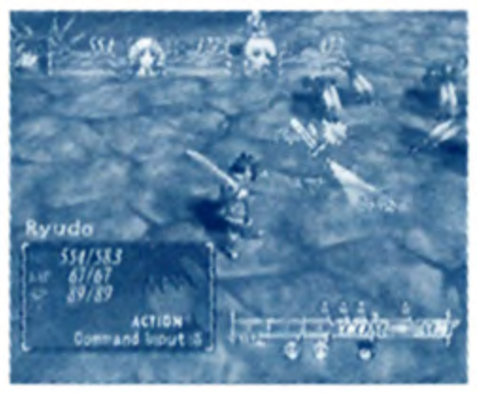
This indicates what kind of action the monster is taking and which character is the target of its attack.

IP (Initiative Point) Gauge

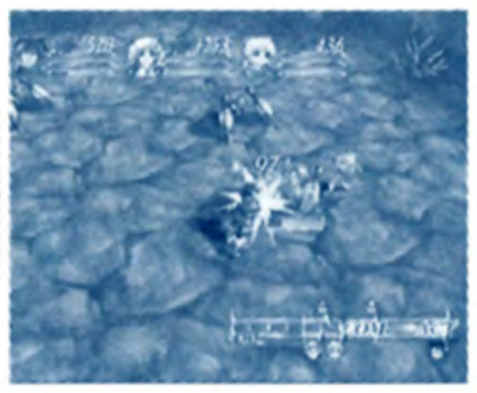
The IP Gauge determines the order in which each character acts. Each character's marker travels from left to right along the Gauge, and when a character marker reaches the COM point, you may enter your command. The action will then be executed once the character marker reaches the ACT point located at the right end of the IP Gauge.



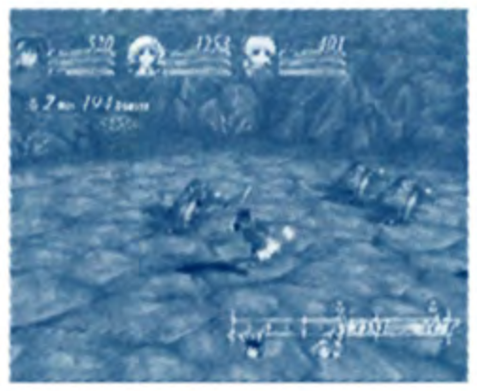
1 When a player marker reaches the COM point on the IP Gauge, the motions of all characters are halted and the command entry field awaits your input. Once you enter a command, the marker begins moving again.



2 When a player marker passes the COM point on the IP Gauge, that character prepares to carry out the entered command. When the ACT point is reached, the character begins his/her action and the entered command is executed.



3 Once his/her action is complete, the player marker moves back to the left end of the IP Gauge. The marker then begins moving towards the command entry point again, and this sequence is repeated as long as combat continues.

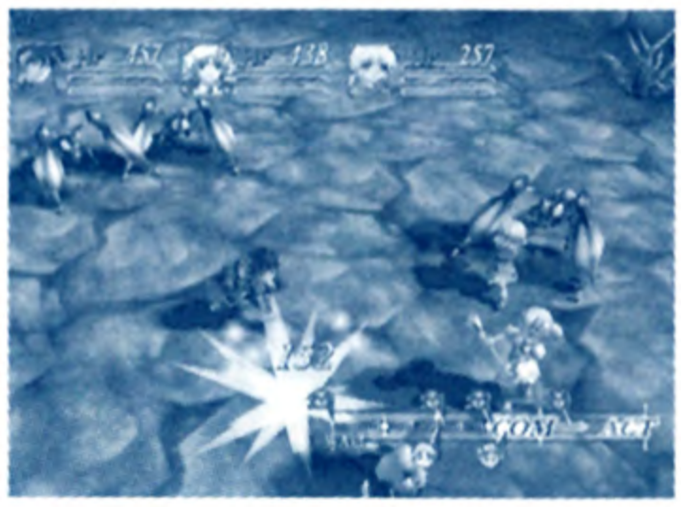


Use a Critical Attack to Move the Monster Marker to the Left

If you land a critical attack on an enemy before they can enter attack mode (1), the enemy's marker will be pushed back to the left (2), delaying the enemy attack. If you can manage to land consecutive critical attacks, you might even be able to defeat the enemy without being attacked.

(1)

(2)

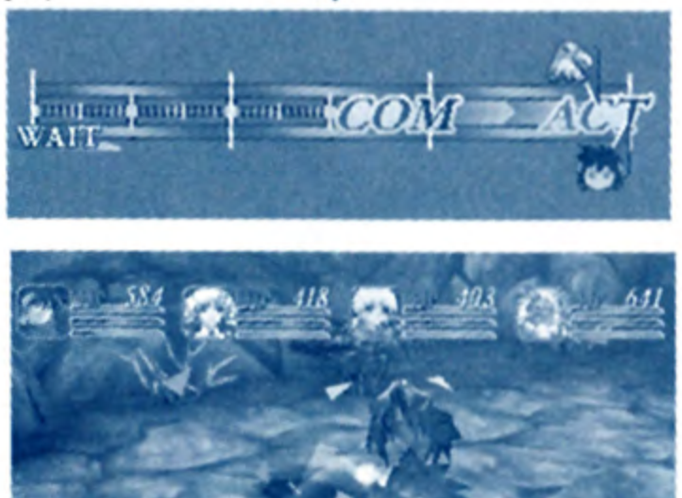


Differences in IP Movement Speed from the COM Point to the ACT Point

Even if the enemy is just about to execute an attack (1), you can enter a command with a high IP Gauge movement speed (such as Defend), and it will execute instantaneously (2). You still might be able to defend the attack and reduce damage.

(1)

(2)



Combat Commands

Combo

Select Combo for combination attacks. Select the Combo command and press the × button, then select the enemy to attack and press the × button.

About Counter

If your attacks hit while the enemy is in an attack pose, a Counter may occur, resulting in greater damage.

Critical

This is a powerful single attack. Select the Critical command and press enter, then select the enemy to attack and press enter. Although a Critical won't inflict as much damage as a Combo, it can move the enemy's IP Gauge marker back to the left. A Critical requires a large attack motion that may leave you vulnerable to Counter damage, so be careful timing your attack.

About Cancel

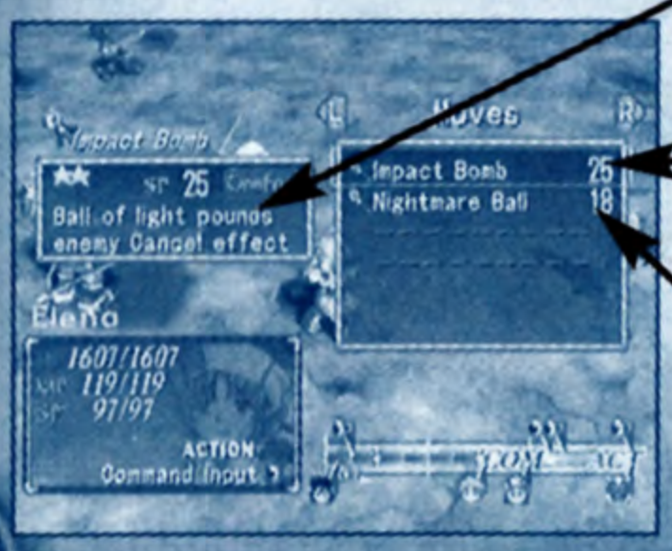
If a Critical (or other attack which has a Cancel effect) hits while the enemy is preparing to act (between the COM and ACT points), the enemy's marker may be pushed back before the COM point. Scoring a cancel can be useful for avoiding those particularly powerful enemy attacks.

Moves/Magic

This command lets you use the moves and magic spells contained in a character's Mana Egg. Use the L1/R1 buttons to switch among the Moves/Magic windows and select the move or magic spell you want to use, then press the × button. After selecting the target and pressing the × button, the character prepares to activate the move/magic spell. As the character prepares they will be surrounded by yellow or green lights, and when their marker on the IP Gauge reaches the ACT point, they will execute the move/magic spell.

About SP Recovery

You'll recover a small amount of SP if you hit with a Combo or Critical attack, or if you are hit by an enemy attack.



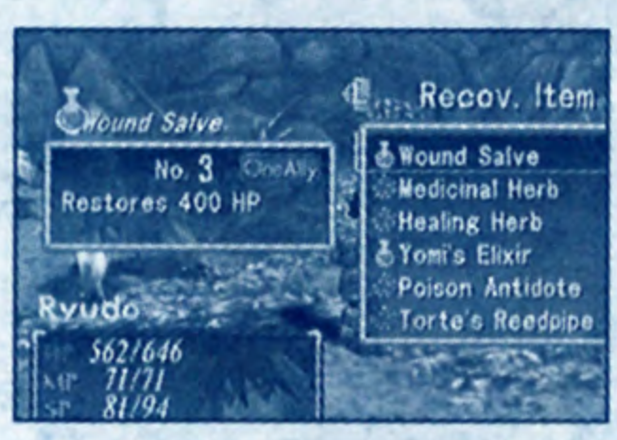
Comment
Describes the selected move/magic spell and lists level, range of effect and points consumed.

Moves/magic window
If a character is equipped with a Mana Egg, magic windows will appear. Use the L1/R1 buttons to switch among them.

Points consumed
The points consumed by the move/magic spell appear here. If your current SP or MP value is less than this rating, you can't use the move/magic spell.

Items

This command lets you use or equip a character with items being carried during combat. Select one from the Items list and press the × button, then select the target and press the × button. Grayed out items cannot be used in combat. Only currently equipped objects can be used as items.



Defend

Use this command to take a defensive posture for a fixed period of time. Defend reduces damage and lessens the chance of status disorders. You'll also recover more SP than usual if you're defending while the enemy attacks.

Escape

Escape allows you to retreat from a combat scene. If your escape is successful, you will exit the combat scene but won't earn the experience points, gold and other items you'd get by defeating the enemy. Use this command if the party characters are in dire straits. You can't use the Escape command to get away from every enemy, however. Some you will have to fight and defeat in order to continue.

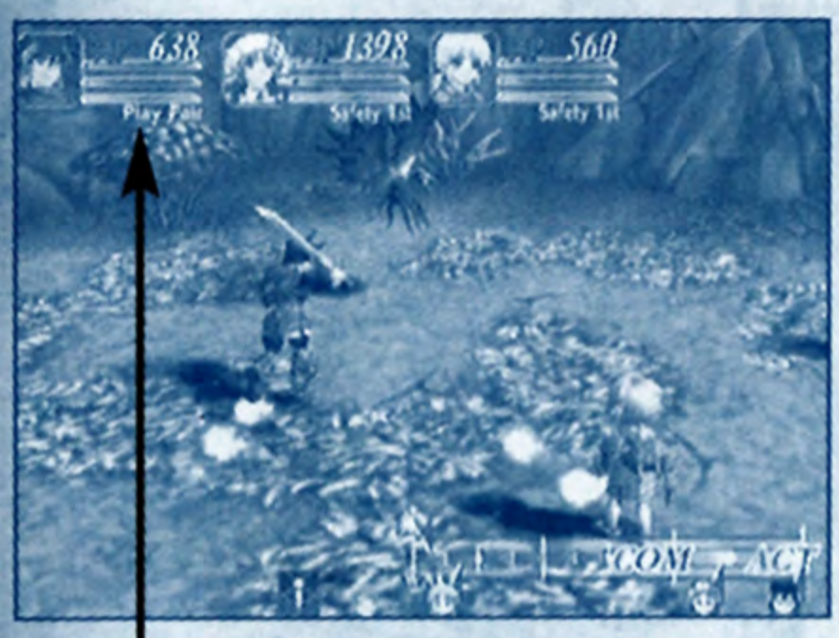
Evade

Evade allows you to avoid enemy attacks by moving to another place. Select from several evasion points appearing on the screen, then press the × button. Evading will not let you avoid moves or magic spells that can function regardless of distance.

AI

You can choose the AI battle settings from eight different strategies of action. Select either a party or individual strategy name and press the × button to display the strategy menu, then select your strategy and press the × button. Once you select "AI Execute," an AI battle will be executed. During battle, you can use the △ button to turn Party AI (Play Fair) on or off. To halt an AI battle, press the ○ button. Changing the camera angle in combat is limited to the state when Manual is not set while an AI strategy is being executed.

Manual (individual) AI



Party AI

Name of strategy

The strategy name appears under the individual character windows during the execution of AI strategies set for individual characters. It also appears at the bottom left of the screen during the execution of Party AI.

Combat camera angle mark

Use the □ button to change the combat camera angles. There are four to choose from.

Name of Strategy	Description
Manual	You can fight with the player entering all commands.
Go Wild	Use powerful moves and magic unsparingly.
Play Fair	Fight only with normal attacks and recovery magic.
Safety 1st	Recover frequently while fighting to prevent party characters from falling in combat.
Power Up	Fight while using assistance magic to raise fellow characters' powers.
Meanie	Fight while creating situations that make it difficult for the enemy to attack.
Withdraw	Use mainly Evade and Defend.
Each Own	Each party character makes actions according to their personality.

Different Combat Camera Angles

This camera angle captures the entire combat screen.

This camera angle displays a close-up of a specific character. Use the L1 button or R1 button to change the character.

This is the standard camera angle.

This camera angle displays a specific character and their surrounding vicinity. Use the L1 button or R1 button to change the character.

Status Disorders

Party characters and monsters may suffer status disorders when hit by special attacks. Status disorders are indicated by a mark appearing above the inflicted character's head, and the character's actions will be hindered in combat. Status disorders can be cured by using magic or items. In addition, some status disorders may wear off after combat.

List of Status Disorders

Poison
A poisoned character continuously suffers damage from poison. The effects continue after combat ends.

Sleep
Sleeping characters are unable to act until a period of time elapses or an enemy attacks them. Sleep effects wear off when combat ends.

Plague
Plague randomly induces sleep, paralysis, confusion or other status disorders. It can also decrease character parameters. Plague effects continue after combat ends.

Confusion
A confused character will not accept commands and sometimes attacks his friends. Confusion may wear off after a period of time, or when combat ends.

Magic block
The character can no longer cast spells, regardless of their MP. The effects continue after combat ends.

Paralysis
A paralyzed character cannot move his body. Paralysis may wear off either after a period of time, or when combat ends.

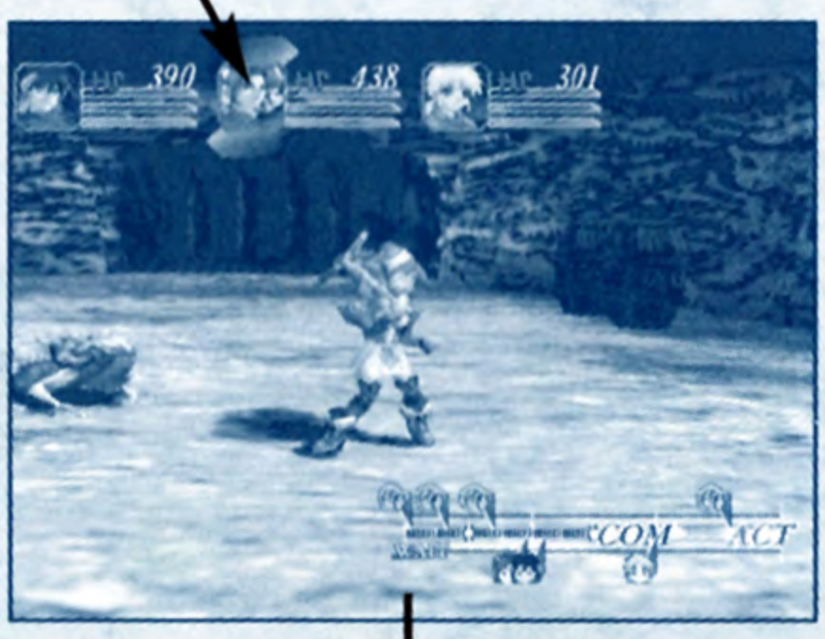
Move block
The character can no longer use special moves, regardless of their SP. The effects continue after combat ends.

Fallen
A character whose HP falls to **0** (as in zero) can no longer participate in combat.

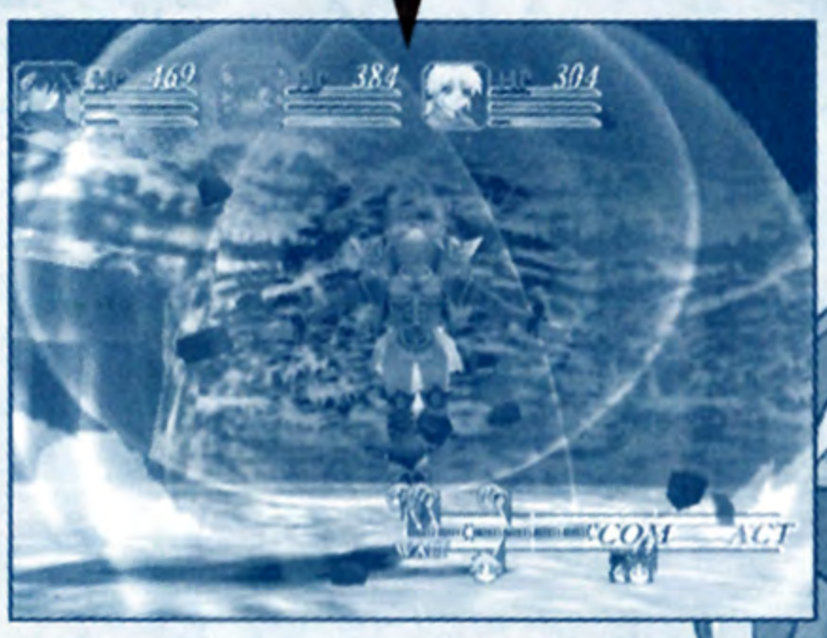
Millenia's Rage System

When in combat, Millenia gradually builds up rage when irritated or attacked. When she reaches her breaking point, Millenia will go berserk, using powerful moves and special magic spells at will. The player has no control over the enraged Millenia, and you can only enter commands after her rage subsides.

Rage Gauge
The color changes as Millenia's mood gets worse.



If her rage explodes...



She unleashes a frenzied rage attack!

Introduction to Items/Moves/Magic

Items

Here we introduce some of the items that appear early in the game.

Weapons

Item	Sales Price	Effects
Geoblade	400	+18 ATK A common Geohound's sword
Falx	500	+22 ATK A scythe-shaped curved sword
Shamshir	620	+26 ATK Lion's tail-shaped curved sword
Prayer Staff	500	+22 ATK An acolyte's defensive staff
Iron Rod	720	+30 ATK A heavy iron rod
Crossbow	860	+35 ATK A powerful missile weapon
Burning Bow	1440	+45 ATK Fire attribute
Multiple Knife	650	+28 ATK A multi-function knife
Hunter's Knife	880	+36 ATK Effective against animals

Armor

Item	Sales Price	Effects
Cuir Bouilli	500	+12 DEF Boiled leather armor
Leather Jacket	650	+14 DEF A cowhide jacket
Adventure Suit	720	+16 DEF A heavy suit for adventuring
Quilted Silk	800	+18 DEF A magical suit made of silk
Guardian Robe	1200	+22 DEF Gives poison resistance
Leather Armor	750	+17 DEF Tanned leather armor
Chain Mail	950	+20 DEF Armor made of woven chains
Climbing Hat	240	+4 DEF A hat for mountain climbing
Traveler's Hat	300	+6 DEF Worn by travelers
Hair Band	200	+2 DEF A band for tying hair back
Bandana	250	+5 DEF Helps you concentrate
Climbing Boots	200	+6 MOV +2 DEF Sturdy climbing shoes

Items

Item	Sales Price	Effects
Medicinal Herb	10	Restores 200 HP to one character
Wound Salve	24	Restores 400 HP to one character
Healing Herb	50	Restores 250 HP to all friends
Poison Antidote	14	Cures poison
Paralysis Salve	14	Cures paralysis
Eye Drops	14	Awakens sleeping characters
Smelling Salts	20	Cures confusion
Yomi's Elixir	500	Revives a fallen character

Moves/Magic

Here we introduce some of the moves/magic that appear early in the game.

Moves

Move name	User	SP consumed	Effects
Tenseiken Slash	Ryudo	24	Upward slash from below
Impact Bomb	Elena	25	Ball of light pounds enemy
Arrow Shot	Millenia	25	A single surefire shot
Golden Hammer	Roan	22	Attack with a huge hammer

Magic

Item	MP Consumed	Effects
Burn!	6	Attack enemy with fireballs
Howl	9	Attack with tornado energy
Runner	3	Boosts movement with a tailwind
Shhh!	10	Blocks magic with a vacuum
Snooze	5	Puts enemies to sleep with bubbles
Heal	6	Restores a little HP
Healer	12	Restores a lot of HP
Diggin'	4	Ups defense with the power of earth
Def-Loss	5	Drops defense with the power of earth
WOW!	5	Ups attack power with a passionate soul
Zap!	24	Attack by shooting ball lightning
Stram	6	Robs strength and drops enemy defense
Cure	4	Green power cures poison and paralysis
Refresh	12	Natural harmony unblocks magic and moves
Freeze!	5	Drops action with bone-chilling cold

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GRANDIA™ III

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Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

ADDRESS:

Ubi Soft Replacements

2000 Aerial Center Pkwy, Ste 110

Morrisville, NC 27560

Phone: 919-460-9778

Hours: 9am - 9pm (EST), M-F

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of http://www.ubisoft.com for an updated price list

WARRANTY ADDRESS AND CONTACT INFORMATION:

Email: replacements@ubisoft.com

Please use a traceable delivery method when sending products to Ubi Soft.

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